

CLUEBOOK

might & magic™

Secret of the Inner Sanctum



NEW WORLD COMPUTING

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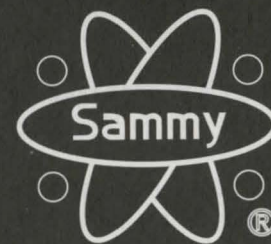
GAME TIPS, SECRETS, AND MAPS OF THE LAND OF VARN!

Clues to

Might & Magic

Secret of the Inner Sanctum

Includes Maps, Tips and Items



Credits

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Dedicated to all those who have struggled to see the Inner Sanctum -
You know who you are...

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Welcome Back



Ahhh, so you've returned!

'Though I expected you much sooner than this. Nevertheless, you're here now. Eh, what's that? Hmmm, ran into a bit of trouble did ye? Did I not warn ye that the way to the Inner Sanctum was filled with danger? The folly of youth!

Now heed my words and listen carefully for I'll say them only once. I will give to you what I know of the Inner Sanctum. Those who have gone before ye, have brought back to me tales and secrets such as never heard by any living man. I'll tell these to you, but only with a promise that you will return once your quest is complete and tell me all that you have seen and all that you have done to reach the Inner Sanctum.

I ask only this.

Exploring Varn

Your journey, as you know, is but a simple one. You must find the Inner Sanctum. This is a task not so easily accomplished in the Land of Varn, for every imaginable possibility exists. Oh, yes, many have gone before you, encountering beasts of incredible hideousness, charging into the heart of natural disasters, and avoiding the pitfalls of the land. But Varn is not easily conquered, and these warriors have fallen in their ignorance.

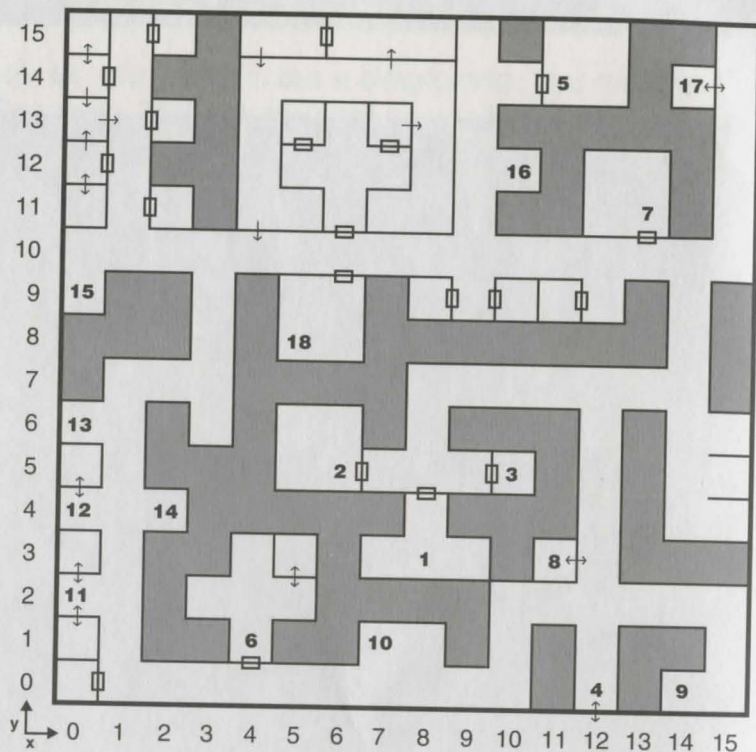
Take heart, young adventurer, for not all is doom and destruction. There is also much to take from the land, in the form of jewels, gold, and pleasure! Be wise in your travels, heed the words upon these pages, and you will reap the benefits of a hearty quest.

This book will aid you on your journey in many ways. All towns are mapped, along with notes from travelers who have gone before. You will find it easy to read and traverse the many places you must go, but beware - not all things have been discovered! It is wise to record what you have found, and what has found you, for others may wish to venture in your steps, should you not succeed...

Godspeed to your travels!

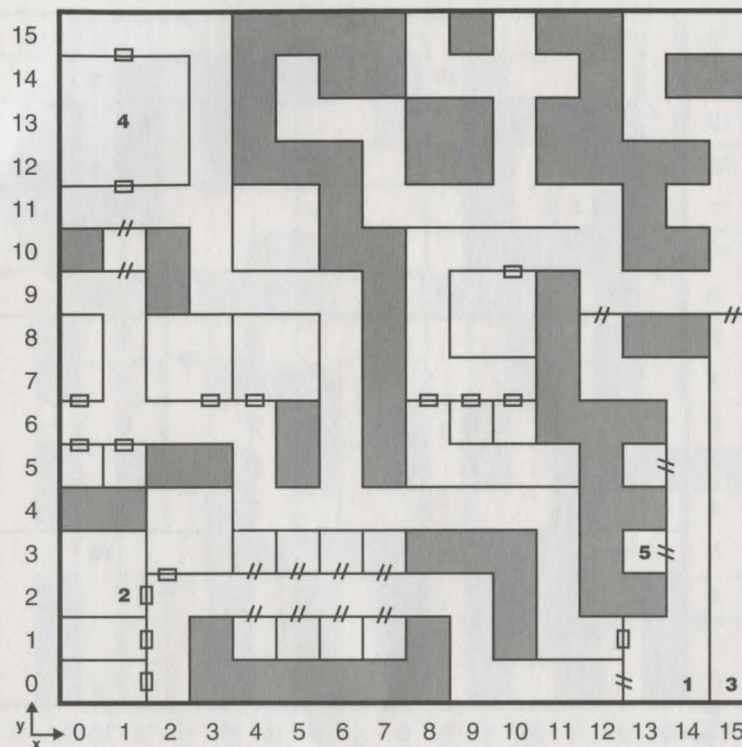
TOWNS





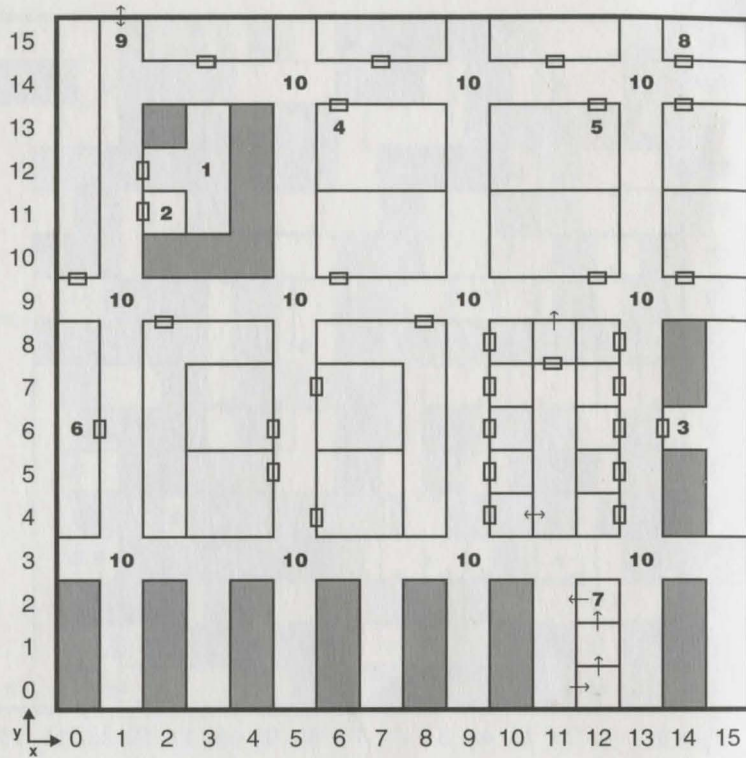
From Sorpigal does your adventure truly begin. Search for the fabled status, seven of eight you will easily find. These statues hold many of the answers you will seek. Remember, for all towns, there are passages above to the land, and below into darkness. Seek the Irish one.

Legend	
1	- Inn
2	- Blacksmith
3	- Food
4	- Passage Outdoors
5	- Tavern
6	- Cleric
7	- Training Grounds
8	- Leprechaun
9	- Passage to Caverns
10 to 17	- Statue
18	- Trap Door!



In the caverns of Sorpigal is where you'll find your first quest. Look for a man in robes to give you a delivery. Here, you will also find the famed Arena of Sorpigal. If you wish to increase your experience, visit here.

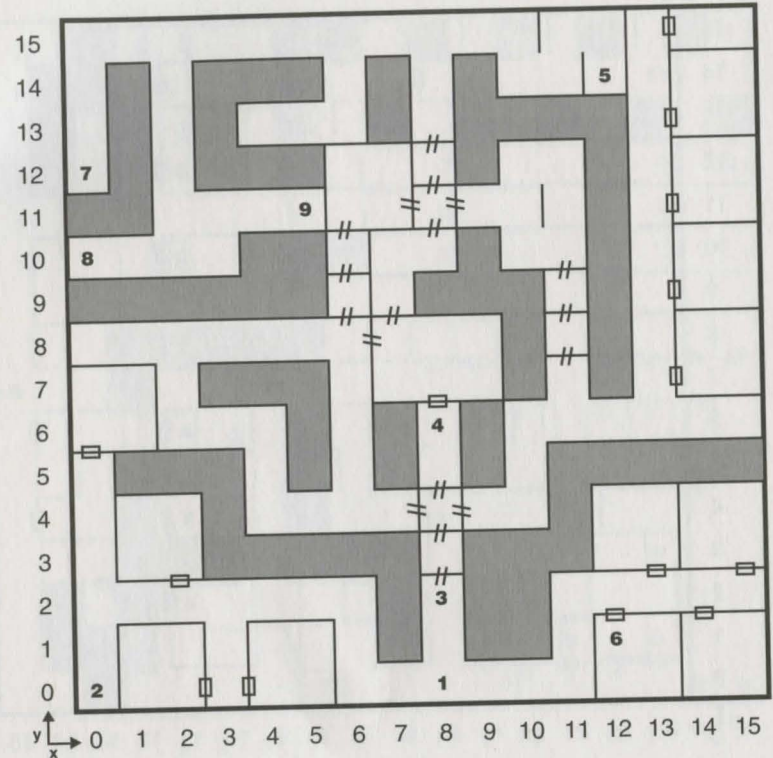
Legend	
1	- Stairs Up
2	- Man in Robes
3	- Portal
4	- Arena - Beware!
5	- Message on Wall



Her majesty, the Succubus Queen, holds court in the town of Portsmouth. Although she reigns not with an iron hand, some find her rule exhausting. Find the secret passage that will lead you to the one who awaits your arrival. What he offers will enrich your understanding of the town of Portsmouth. A lesson can be learned from demons.

Legend

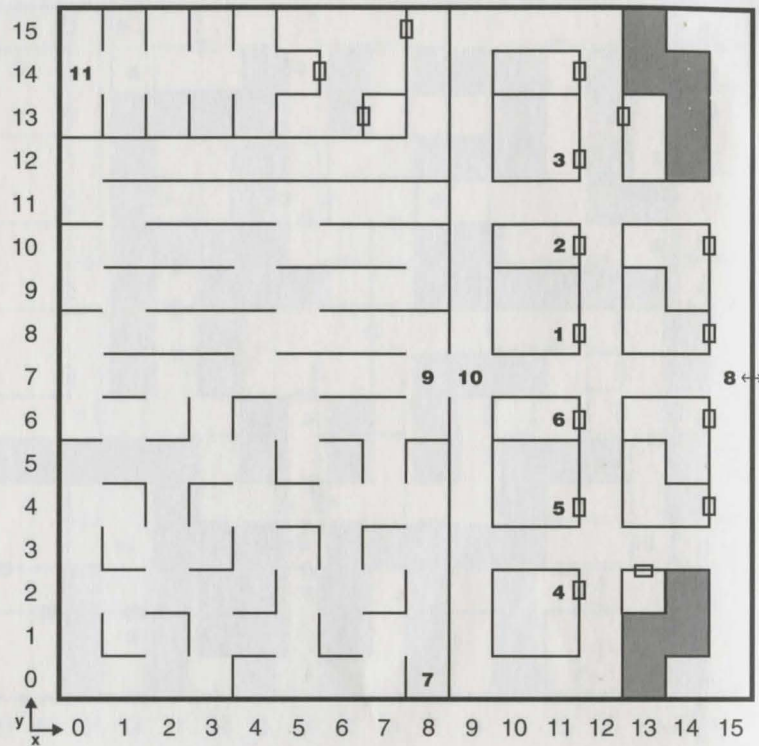
- 1 - Inn
- 2 - Food
- 3 - Temple
- 4 - Training Grounds
- 5 - Blacksmith
- 6 - Tavern
- 7 - Brother Zam**
- 8 - Message
- 9 - Passage Out
- 10 - Males are Drained



Many travelers of the land speak of the pools of Portsmouth. But be forewarned, not all of them are beneficial! Leave the Ogres and Demons that dwell here to themselves!

Legend

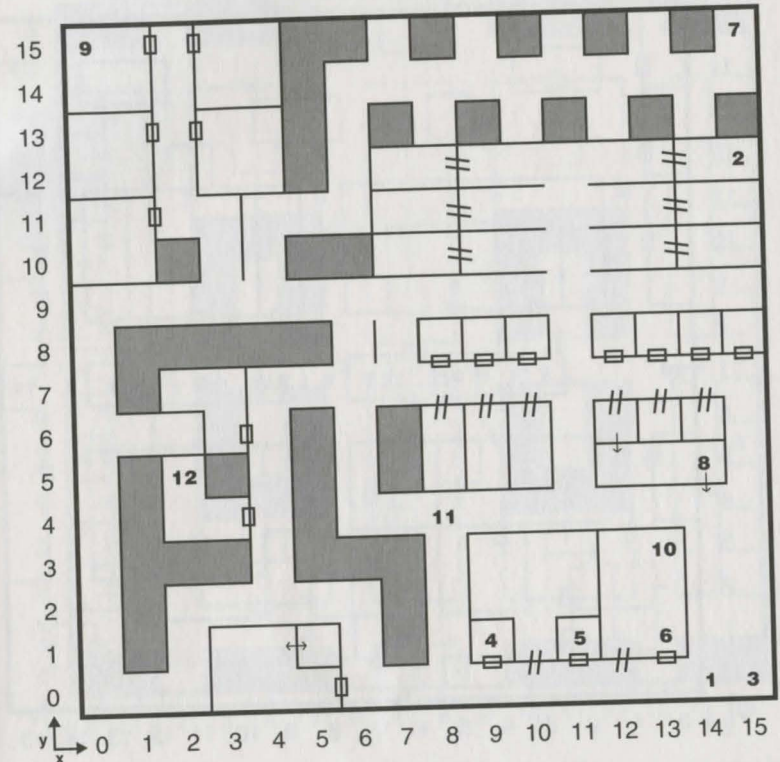
- 1 - Passage Up
- 2 - Portal
- 3 - Bronze Door - Need Bronze Key
- 4 - Message
- 5 - Pool of Gender
- 6 - Pool of ?
- 7 - Pool of +2 Might
- 8 - Pool of Poison
- 9 - Pool of ?



Do not be intimidated by the walls of Dusk. Travelers often find themselves confused as they walk its halls. Here, a wizard awaits a delivery. Beware, for in your search for gold and glory, you might get in over your head!

Legend

- 1 - Inn
- 2 - Food
- 3 - Temple
- 4 - Training Grounds
- 5 - Blacksmith
- 6 - Tavern
- 7 - Wizard
- 8 - Passage Outside
- 9 and 10 - Set Maze
- 11 - Items are given



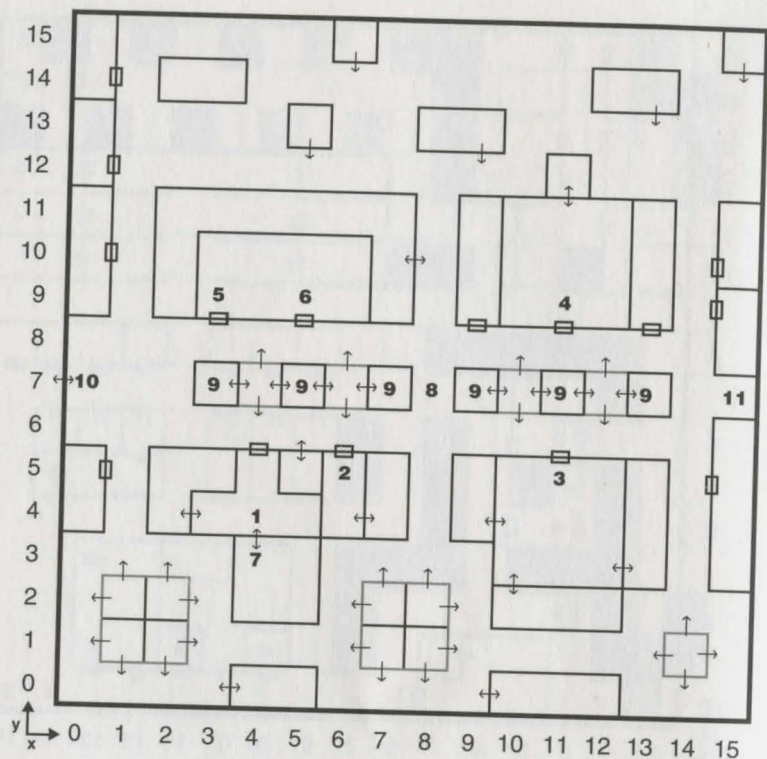
The caverns of Dusk are as dark as any nightmare, filled with traps at every corner. But rewards abound in messages, fountains of power, and portals to other places. Adventurers who survive find a visit to the Shrine of OKZAR rewarding.

Portals

- 3. _____
- 4. _____
- 5. _____
- 6. _____

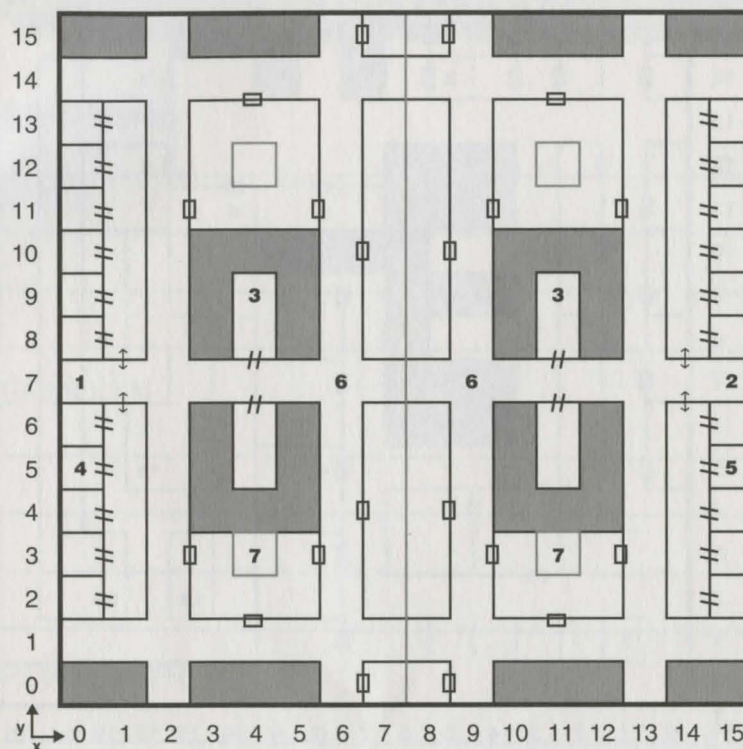
Legend

- 1 - Passage to Dusk
- 2 - Passage to 2nd Level - Dragadune
- 3 - Portal
- 4 - Portal
- 5 - Portal
- 6 - Portal
- 7 - Prism of Accuracy
- 8 - Flame of Agility
- 9 - Shrine Okzar
- 10 - Message
- 11 - Message
- 12 - Message



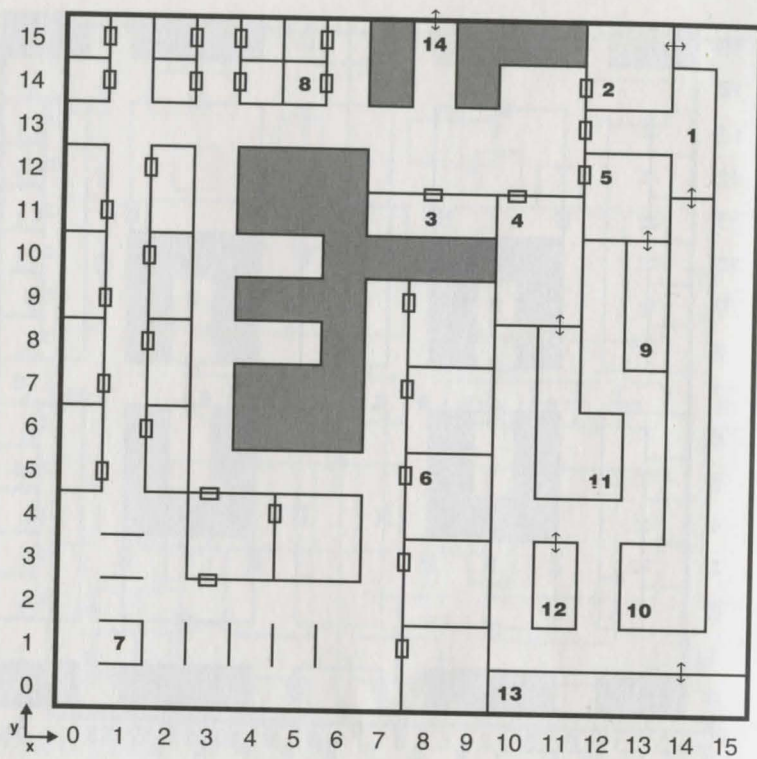
Erliquin is the wealthiest town in Varn. Everyone knows of it wealth, and where it is kept, but few are brave enough to risk capture by the guards. Here, the Wizard Agar awaits a package.

- Legend**
- 1 - Inn
 - 2 - Food
 - 3 - Temple
 - 4 - Training Grounds
 - 5 - Blacksmith
 - 6 - Tavern
 - 7 - Wizard Agar**
 - 8 - Random Teleport
 - 9 - Town Treasure
 - 10 - Passage Outside
 - 11 - Passage to Caverns



When you have arrived, remember the clues Corak gave you in the cavern below Dusk. There sits the access code and messages now required. A passage to the Quivering Forest was found but days ago.

- Legend**
- 1 - Passage Up
 - 2 - Passage Outside
 - 3 - Enter Access Code to Deactivate Field
 - 4 - Portal
 - 5 - Portal
 - 6 - Message about Fields
 - 7 - Treasure and Gems



Typical is the town of Algary, except for the dreaded Swaze Pit, and its many portals. Zom has been here for some time awaiting a message. The adventure-seeking traveler will find more than enough to keep busy here. Make time to see the Mystic one.

Legend

- 1 - Inn
- 2 - Food
- 3 - Temple
- 4 - Training Ground
- 5 - Blacksmith
- 6 - Tavern
- 7 - Brother Zom**
- 8 - Mystic
- 9 - Message
- 10 - Swaze Pit
- 11 to 13 - Teleportals
- 14 - Passage Outside

Teleportals Lead to:

- 11 _____
- 12 _____
- 13 _____
- 14 _____

Town Notes

SORPIGAL

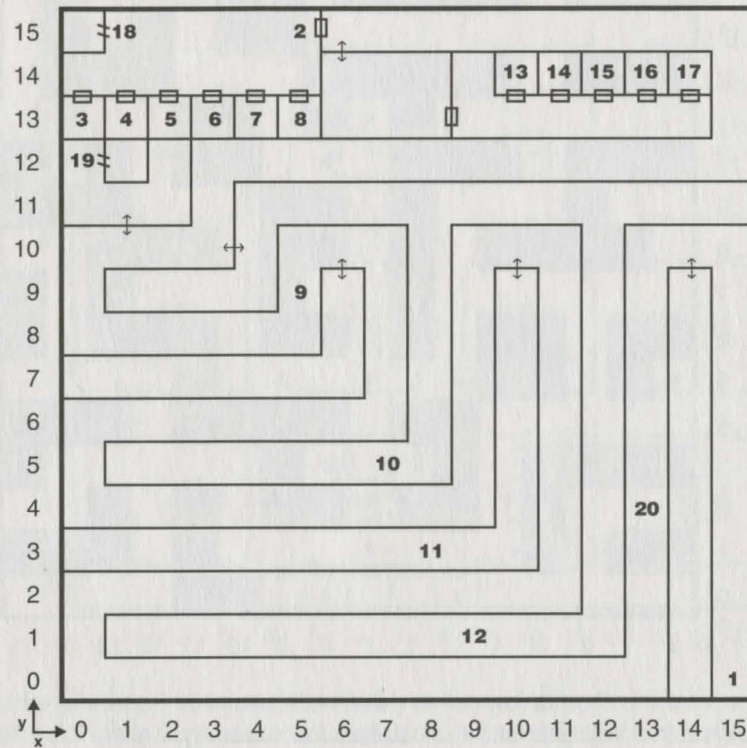
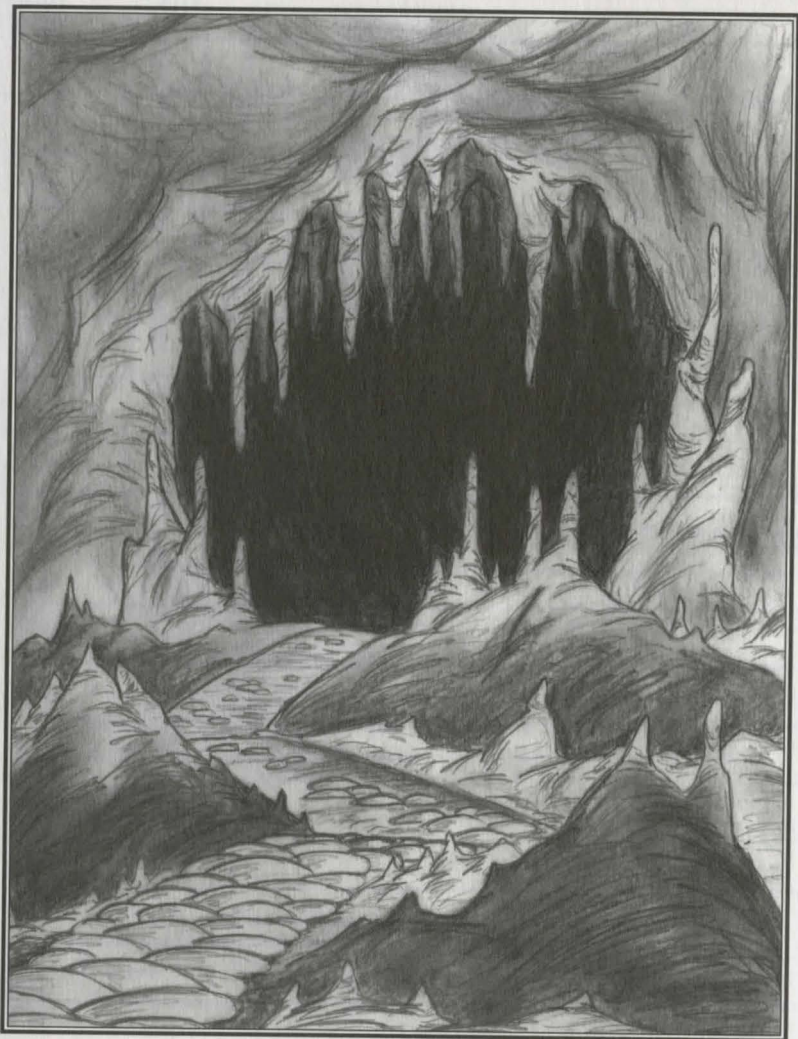
ERLIQUIN

PORTSMITH

DUSK

ALGARY

CAVERNS



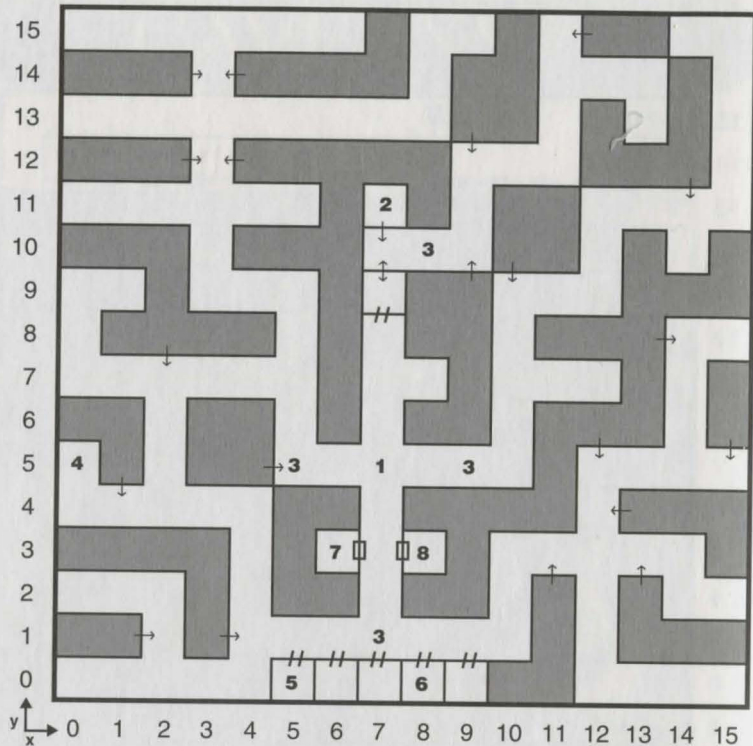
Long has it been said that Thundranium is deposited within this cavern. A great reward is this to the one brave enough to seek it. Beware, as many have fallen to their doom here. Travelers speak of feeling the presence of things not of this realm.

Legend

- 1 - Passage Out
- 2 - Wizard Ranalou
- 3 to 17 - Portals
- 18 - Sign
- 19 - Sign
- 20 - Teleport 2 East

Portals

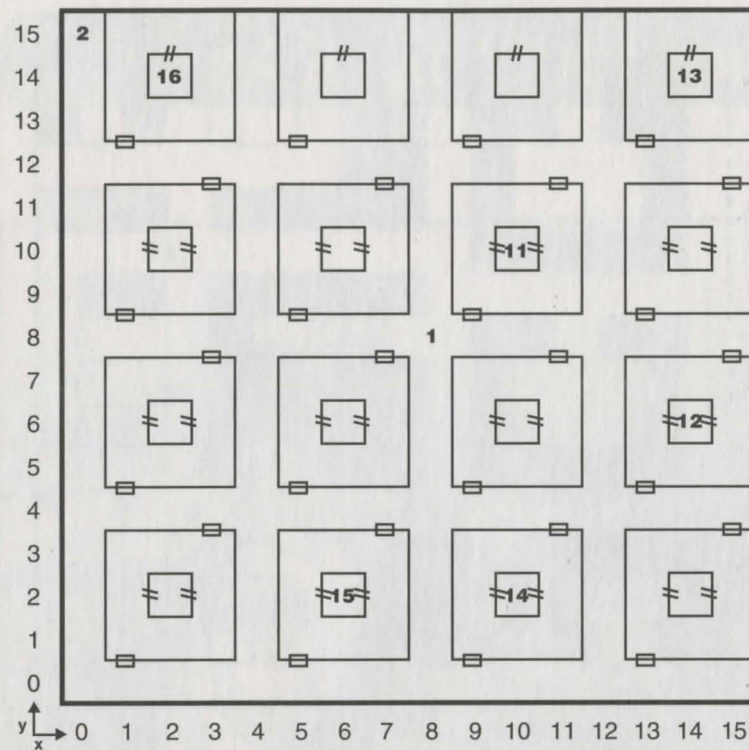
- 3 to 8 - Castles
- 9 to 12 - Caves
- 13 to 17 - Towns



The Volcano God is known to dwell here. Answer his riddle, and receive the key you seek. A statue from Sorpigal gives part of your clue. You will want to kiss the one known as Virgin. Here you will find a clue other than color. The teleport is random until the dials are set.

Legend

- 1 - Passage Out
- 2 - Volcano God
- 3 - Pit
- 4 - Message
- 5 - Virgin
- 6 - Message
- 7 to 8 - Dials



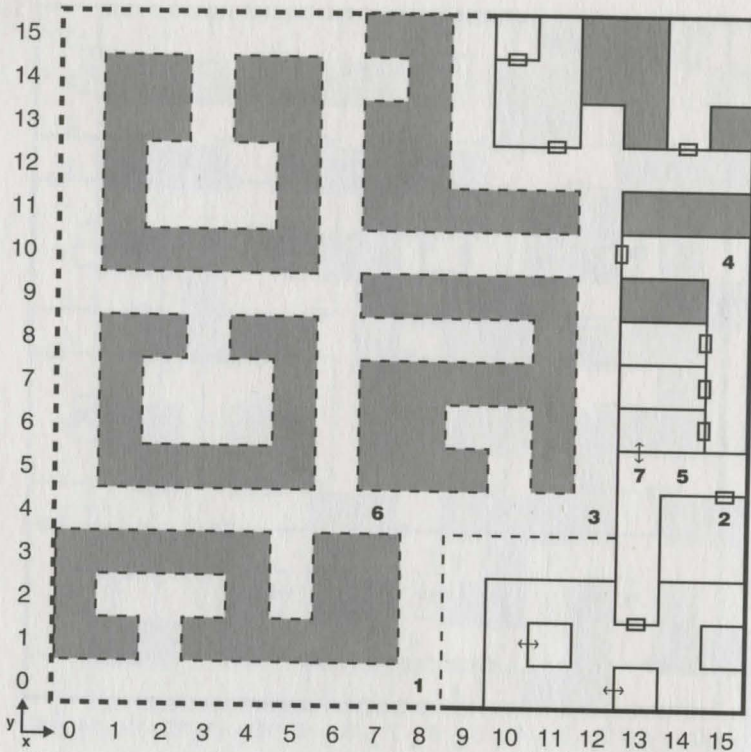
Many have tried to decipher this mathematical maze! You must set the dials so that the sum equals 34 in all directions. After you have the solution, pull the lever. Numbers above ten should not be changed.

16	3		13	34
5	11			34
9			12	34
4	15	14		34

34	34	34	34
----	----	----	----

Legend

- 1 - Passage Outside
- 2 - Lever

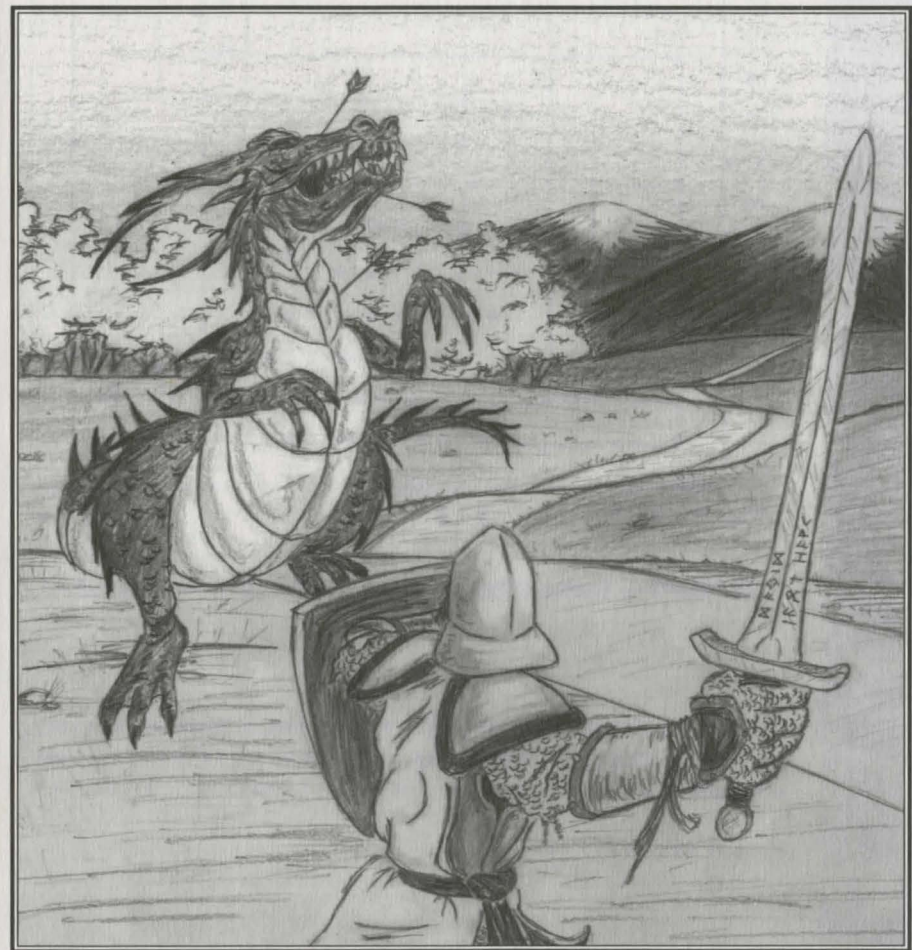


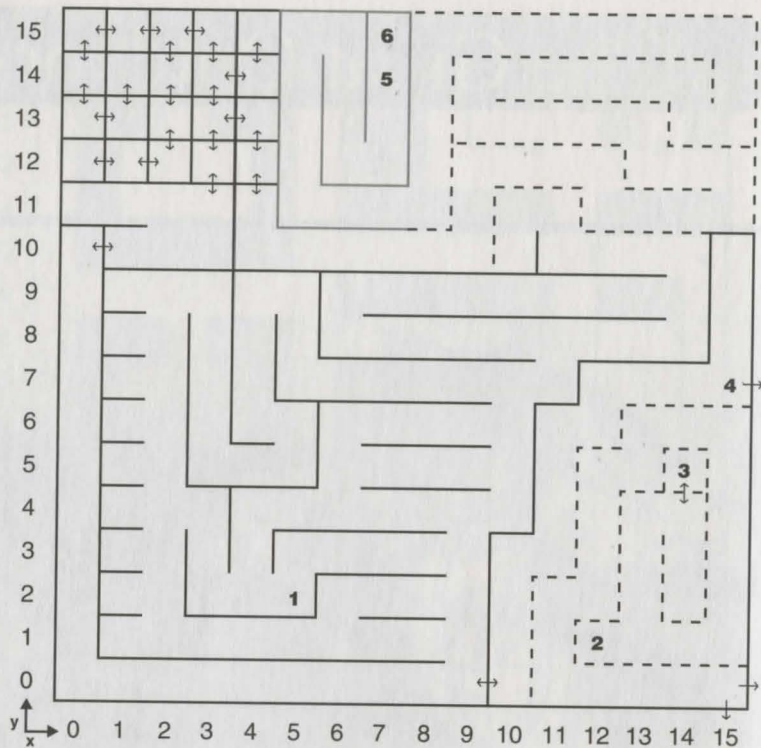
Prepare to encounter the most vicious enemies of all in this cavern. Find the head of the one who has turned so many before you to stone.

Legend

- 1 - Passage Out
- 2 - Medusa
- 3 to 6 - Statues
- 7 - Message

The Great Outdoors



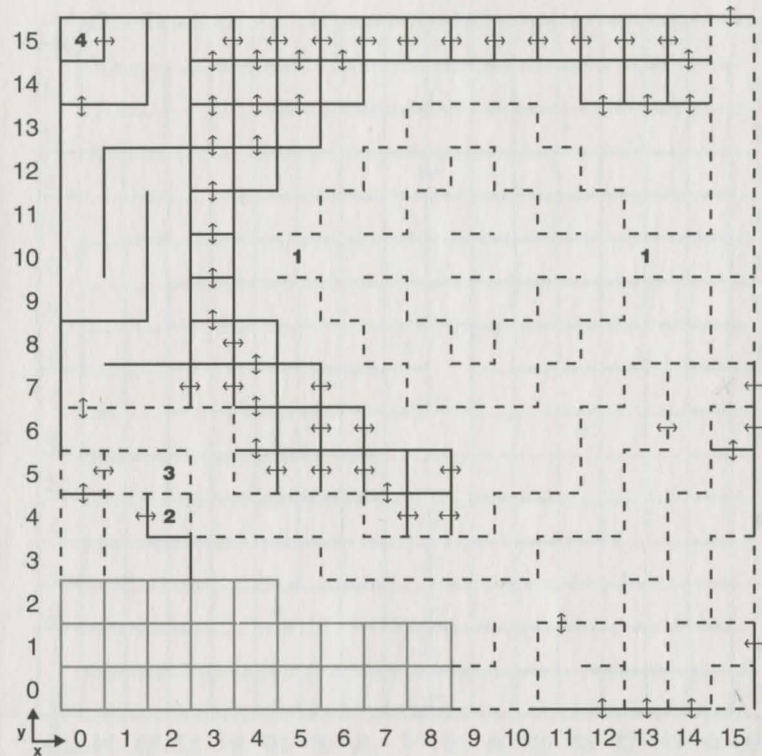


KEY: —Dense Trees ---Glacier —Mountains

This is the first of four corners. The infamous Dark Rider stakes this land, so beware. Remember to quench your thirst in the pool of health.

3- START AT 15-7 & WALK TO 700m

Legend	
1	- Dark Rider
2	- Pool of Health
3	- Message
4	- Reset + Run Location
5	- Secret Passage to Doom
6	- Castle Doom

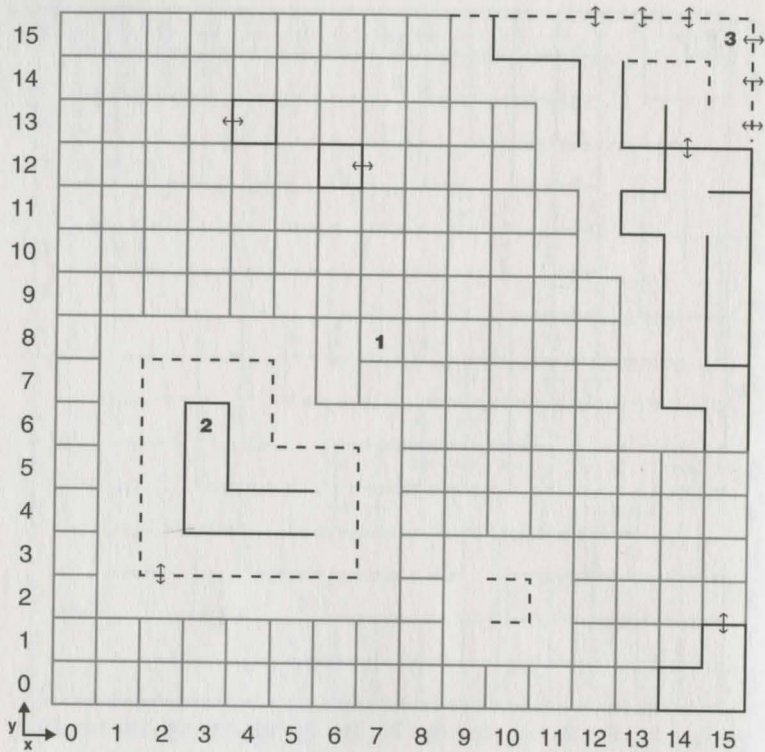


KEY: —Dense Trees ---Mountains —Water

Lava Beasts dwell here in the Valley of Fire. Use Fire Spells if you do not wish to be toasted. Seek the Druid, and treasures will you reap. A classic battle with a dragon awaits the brave.

4- King Pass - Do not help Demonic Messae

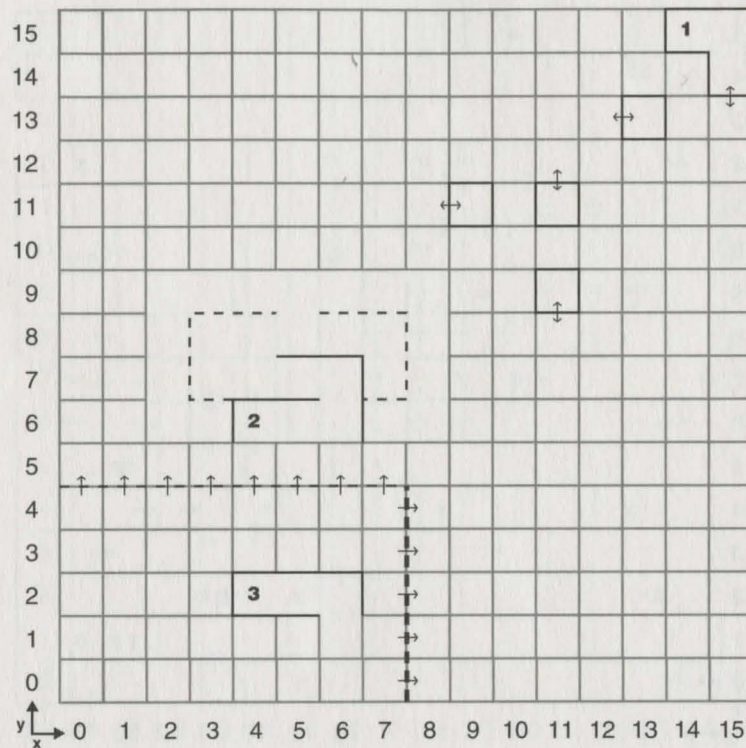
Legend	
1	- Message
2	- Pirate Cove A
3	- Pirate Cove B
4	- Druid



KEY: ———Mountains - - -Dense Trees Water

Here you will find the One by Water. A past victory with one of the four proves you have skill. At Luck Island will you receive a reward.

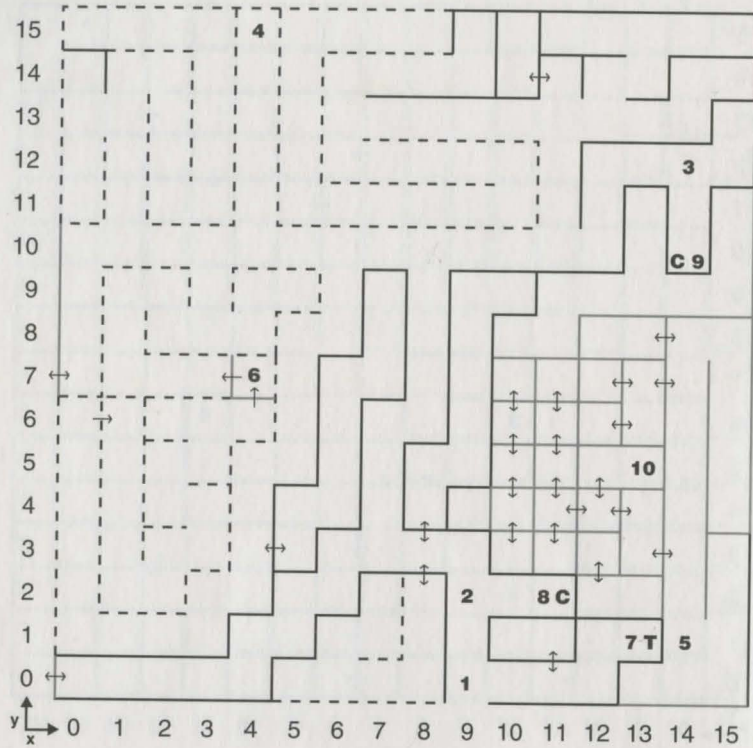
Legend	
1	- Sea Serpent
2	- Wheel of Luck
3	- Reset and Run



KEY: ———Mountains - - -Dense Trees Water

Here sits another corner, but little harm will come to you here. Luck is favored companion. Remember your color when crossing the bridge.

Legend	
1	- Message
2	- Bridge
3	- Gives the Coral Key

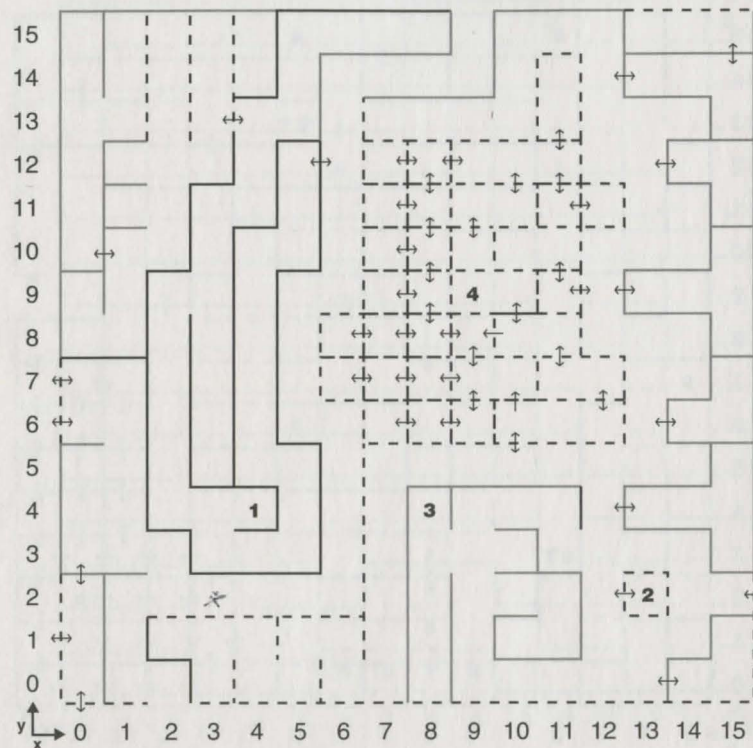


KEY: ——— Mountains - - - - - Glacier ——— Dense Trees

You must watch for avalanches in this area. Here you will find the town of Erliquin, as well as the two castles of Blackridge.

For those who find their destiny, the Gates to Another World await!

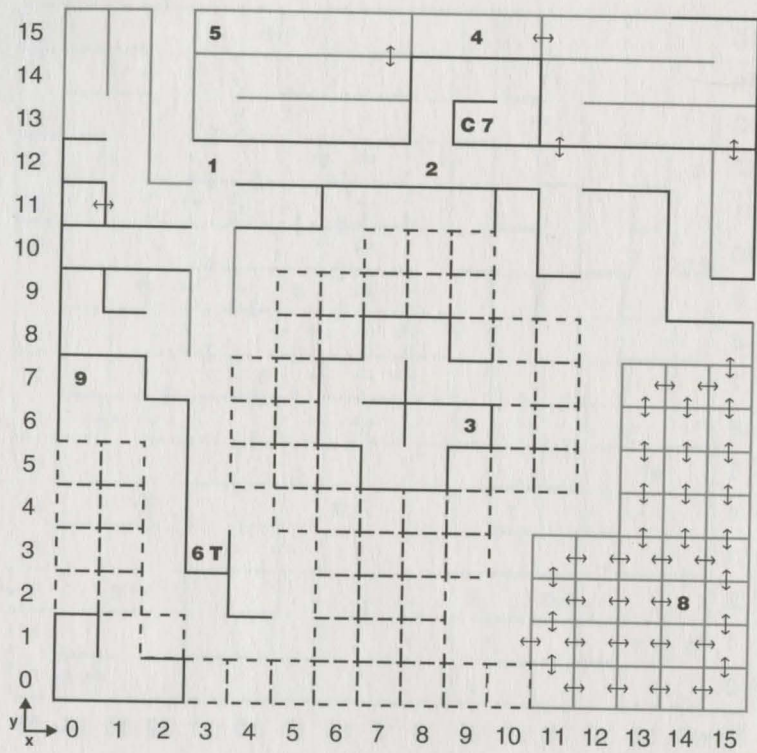
Legend	
1 - 3	Signs
4	Gates to Another World
5	Cave Entrance
6	Silver Key
7	Erliquin
8	Blackridge South
9	Blackridge North
10	Quivering Forest



KEY: ——— Glacier - - - - - Dense Trees ——— Mountains

Adventurers find warm the cold hands of the Ice Princess. Abundant treasure can also be found, or taken.

Legend	
1	Ice Princess
2	Message
3	Cave Entrance to White Wolf
4	Dungeon Entrance to Warrior's Stronghold

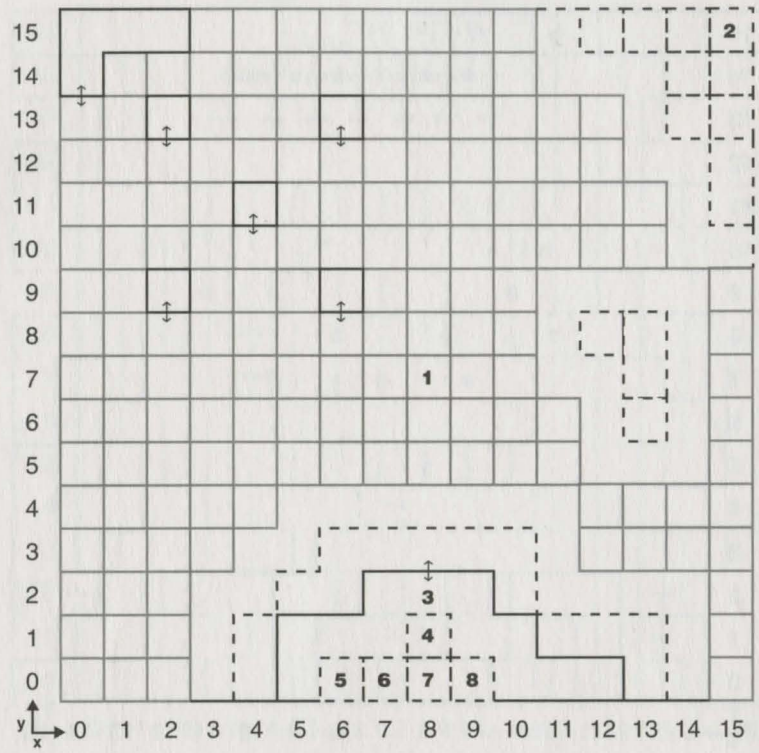


KEY: ———Mountains - - -Water ———Dense Trees

Here lies the unusual town of Portsmouth. There are signs that will lead you to Blithes Peak. The Wizard Ranalou awaits in the cavern. If you wish to enter the dungeon, you need only blow the right tune.

Legend

- 1 to 2 - Sign
- 3 - Message
- 4 - Teleport
- 5 - Teleport
- 6 - Portsmouth
- 7 - Castle White Wolf
- 8 - Enchanted Forest
- 9 - Cavern Entrance to Korin Bluff

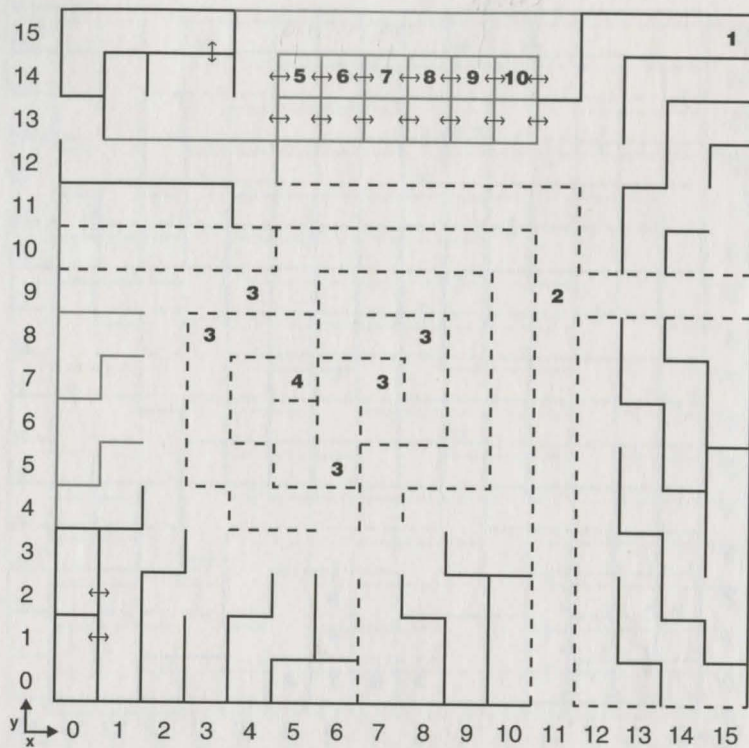


KEY: ———Mountains - - -Trees ———Water

There is plenty of sunken treasure in the waters of this region, as well as uncharted islands. This place is well-known by Gem seekers.

Legend

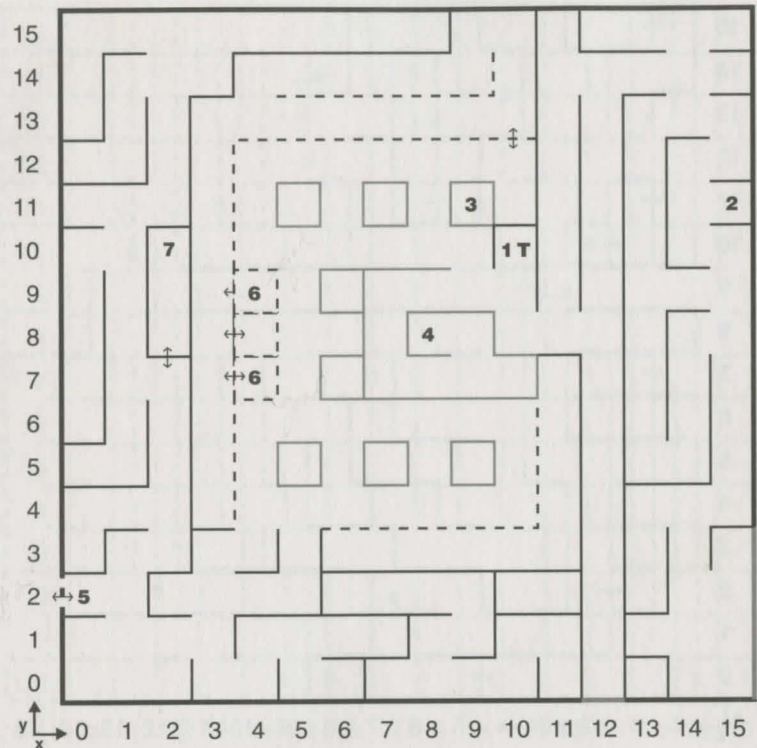
- 1 - Pirate Ship
- 2 - Free Riddles
- 3 - Pay for Riddle (500GP)
- 4 to 8 - Riddle (+50 Gems)



KEY: ———Mountains - - -Trees ———Dense Trees

Here, you will find a way to the Ancient Way. Travelers enjoy a refreshing drink at the fountain. If you wish to trade, visit the Merchants and barter. They have the instrument necessary to pass through castles. Many speak of a treasure chest here that holds a whistle.

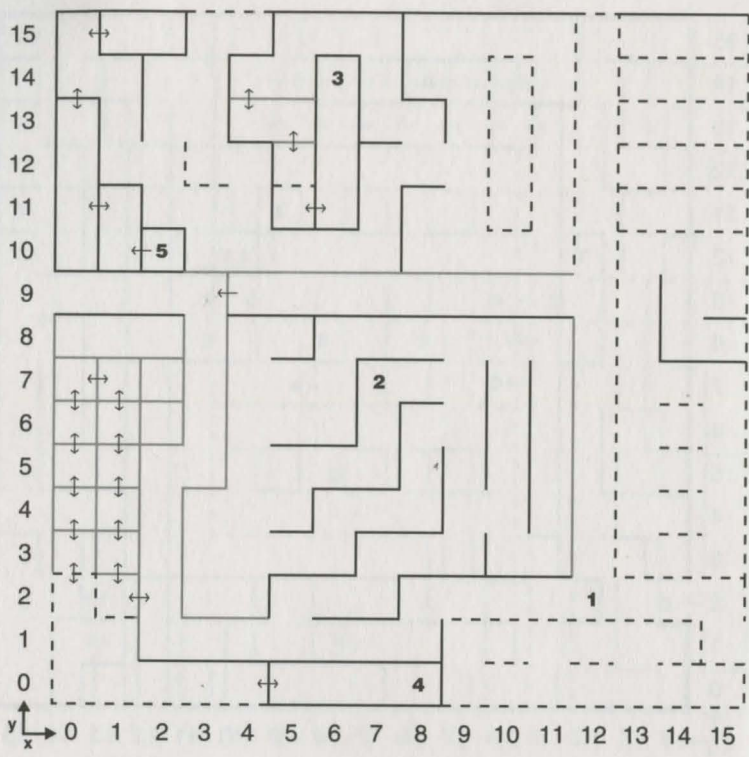
Legend	
1	Treasure from Zam/Zom
2	Sign
3	Wagon
4	Wagon
5 to 10	Fountains



KEY: ———Mountains - - -Dense Trees ———Trees

The region of Sorpigal and Pleasant Valley. Travelers and natives alike enjoy the company of the Seer. You'll find many unusual situations here, so use levitation skills, enjoy a drink, and deal with the statues in any way you please.

Legend	
1	Entrance to Sorpigal
2	Entrance to cavern (Northern Barrier)
3	Gypsy Seer
4	Random Teleport
5	Statues
6	Fountains
7	Training Grounds

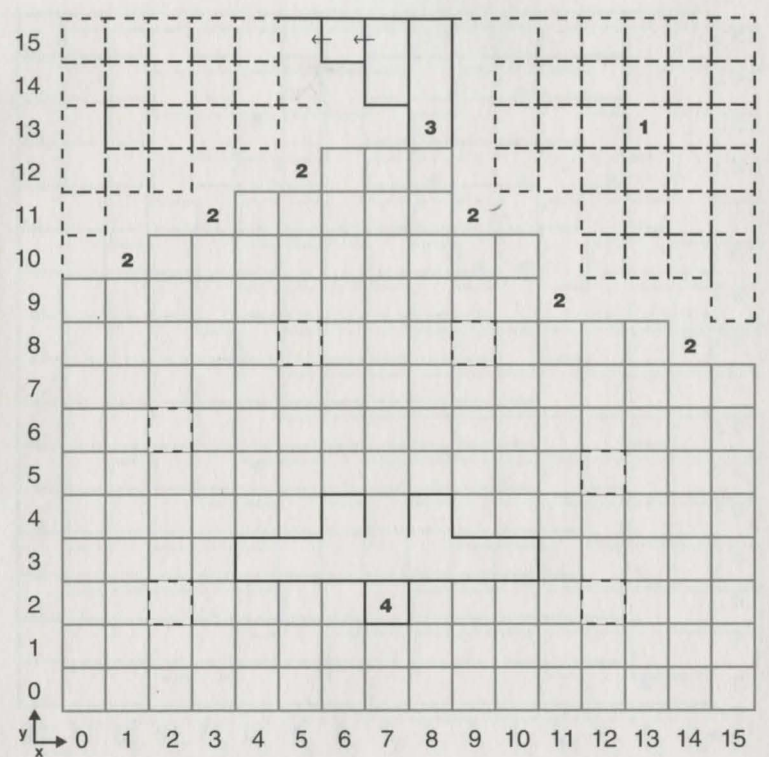


KEY: ———Mountains - - -Trees ———Dense Trees

Wyvern Peaks is not to be taken lightly, and rewards are only given for effort. See the Lord, for he will help your travels. See the Hermit, he may have something you need.

Legend

- 1 - Sign
- 2 - Wyvern Lair
- 3 - Lord Kilburn
- 4 - Message
- 5 - Hermit

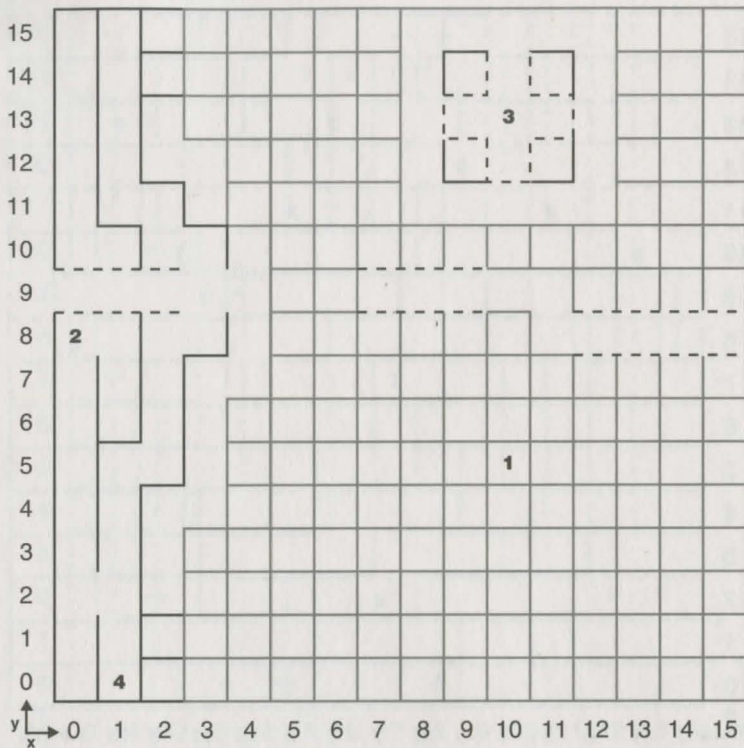


KEY: ———Mountains - - -Trees ———Water

You will need the pinkish key to gain entry to the cave. Many ships have perished here, it may prove worth to search them, but be forewarned of unspeakable dangers.

Legend

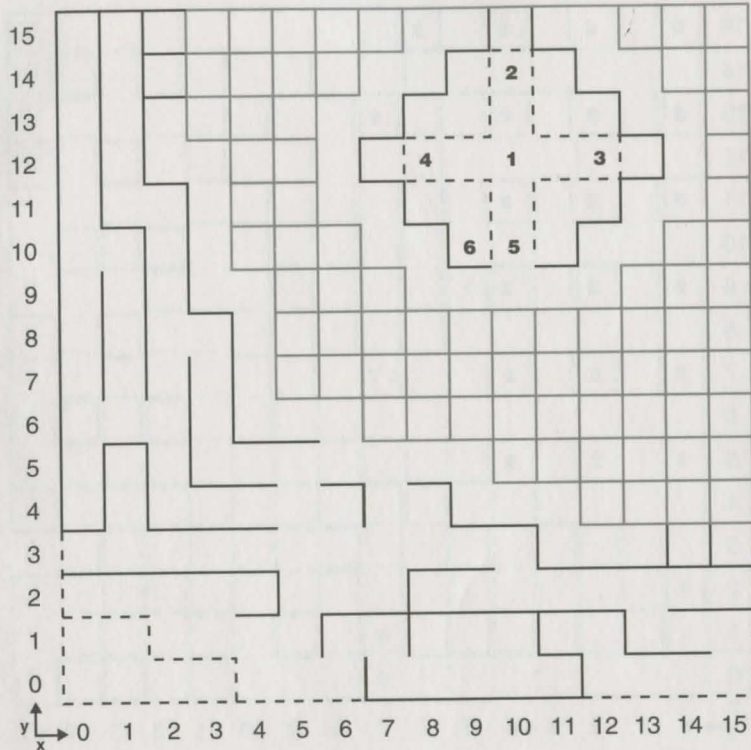
- 1 - Portal
- 2 - Shipwreck
- 3 - Jolly Raven Shipwreck
- 4 - Cave Entrance to Volcanic Islands



KEY: ———Mountains - - -Trees ———Desert

Roaming forever are those who have not the tools of navigation. Use the information from Lord Kilburn. Roaming about, you will find the One by Sand. Those who have traveled through find the trading post a refreshing stop.

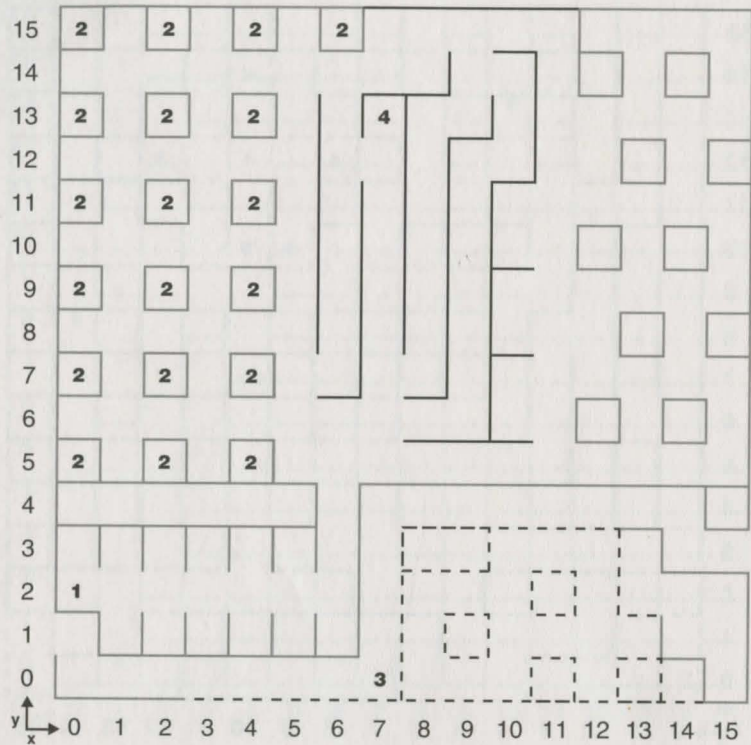
Legend	
1 -	Giant Scorpion
2 -	Run and Reset
3 -	Trading Post
4 -	Message



KEY: ———Mountains - - -Trees ———Desert

The Northern Barrier can be deadly. The danger is justified by visits to the Clerics. For those who are worthy, the pool of wisdom awaits.

Legend	
1 -	Pool of Wisdom
2 -	Northern Clerics
3 -	Eastern Clerics
4 -	Western Clerics
5 -	Sign
6 -	Message

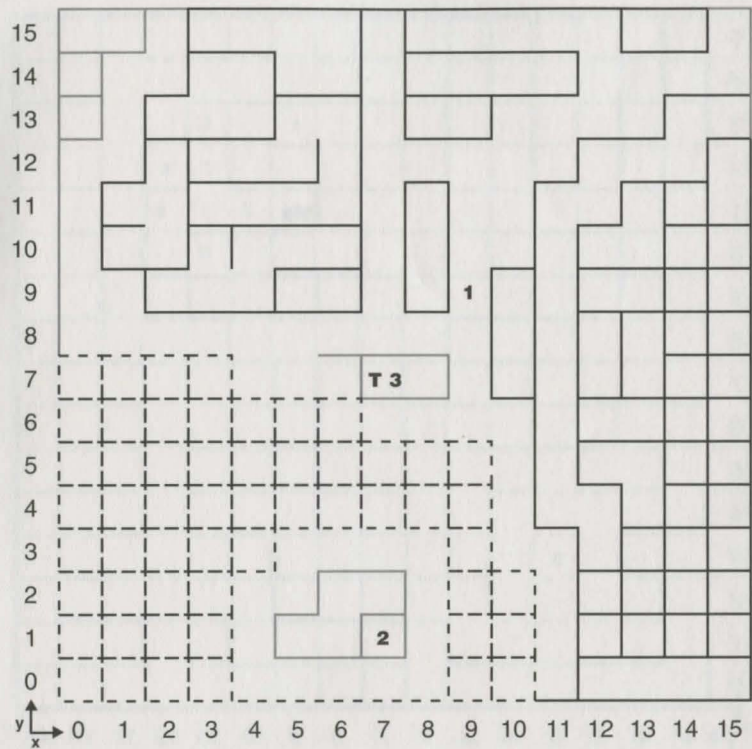


KEY: ———Mountains - - -Swamp ———Trees

The children of Varn once climbed the fruitful trees of Guire Grove. Now, the trees reek of doom, and only the bravest dare pick its fruits. Climb all the trees, and a prize is given.

Legend

- 1 - Guire
- 2 - Climb Tree
- 3 - Sign
- 4 - Cave Entrance

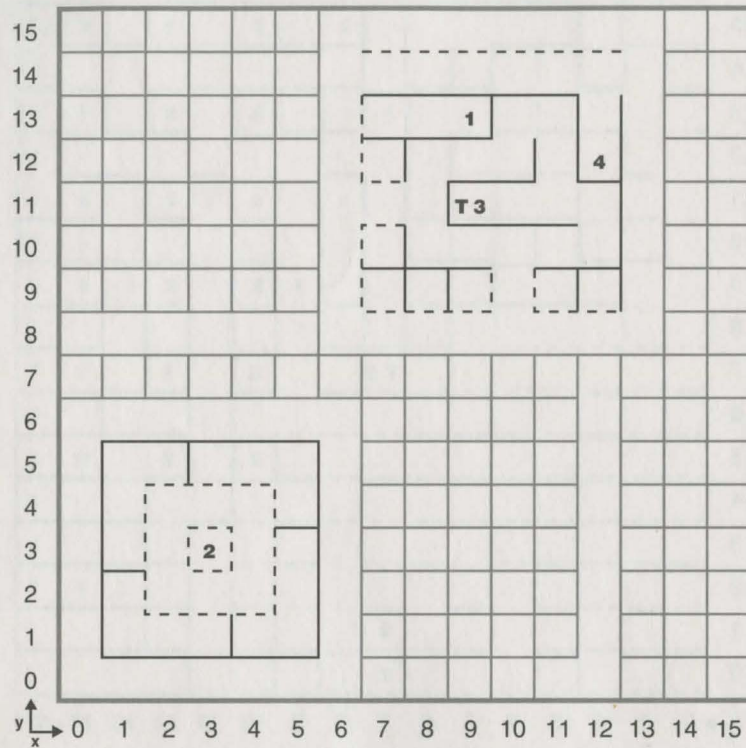


KEY: ———Swamp - - -Water ———Trees

Here flies the One by Air. Passage through the Swamp of the Dead can be a hair-raising experience. You will find your way to Algar here. Visit the Isles of OG, and put your colorless clues to the test. Thru Doom, you will learn more of the Secret of the Inner Sanctum.

Legend

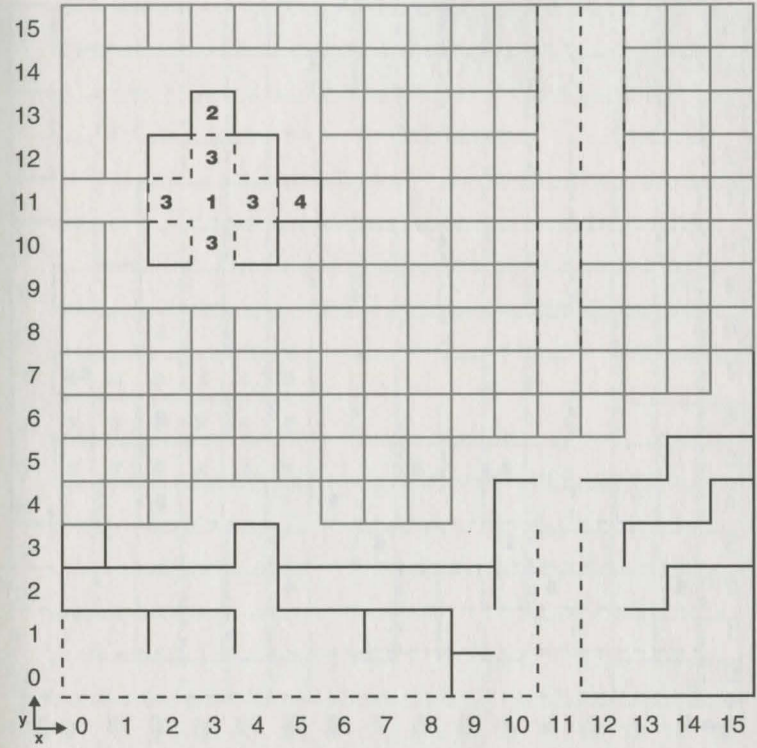
- 1 - Winged Beast
- 2 - Isles of OG
- 3 - Algar



KEY: ———Mountains - - -Trees ———Desert

Here lies the Valley that Time Forgot. Be sure to turn the Hourglass that passes the Sands of Time. You shall find the passage to Dusk, and the ruins of Dragadune. One of your quests need pass judgement here.

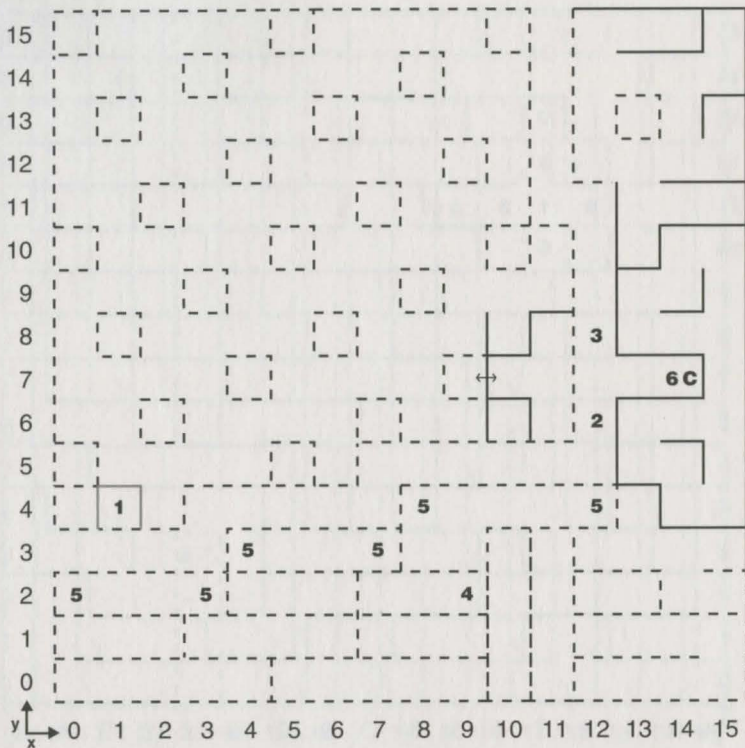
Legend	
1	- Statue of Judgement (Prisoner Quest)
2	- Hourglass
3	- Dusk
4	- Castle Dragadune



KEY: ———Mountains - - -Trees ———Desert

Intellectuals find encounters with the aliens stimulating. The aliens here have information on an escaped prisoner and his new identity.

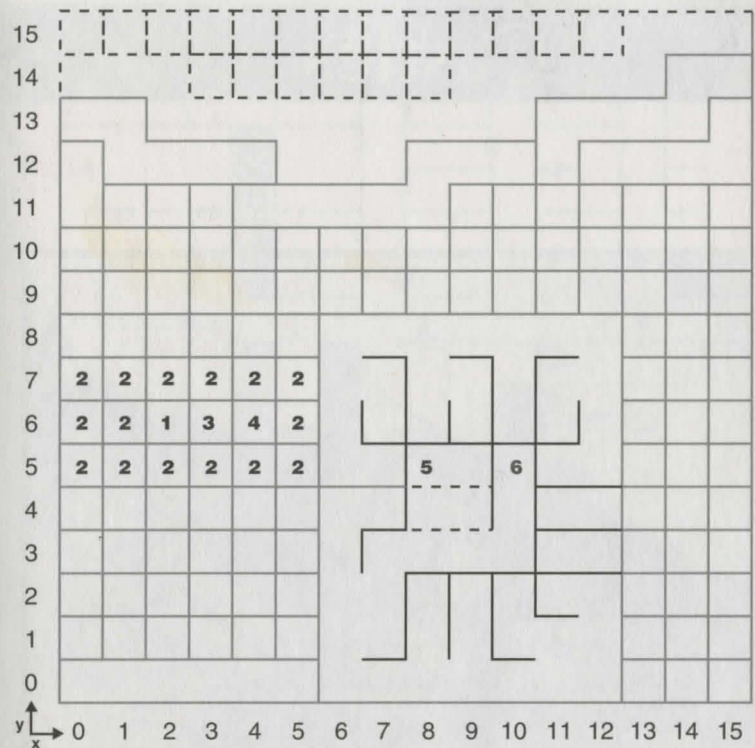
Legend	
1	- Alien
2	- Alien device
3	- Close encounter (If Neutral)
4	- Laser (If Neutral)



KEY: ———Mountains - - -Trees ~~~~~Glacier

This was once the King's Orchards. Find here the Castle Alamar, and prepare the key from the cold emotional princess. Note all clues, as distant harps soothe the lion's roar.

Legend	
1	- Diamond Door
2	- Lions
3	- Lions
4	- Harper
5	- Message
6	- Castle Alamar

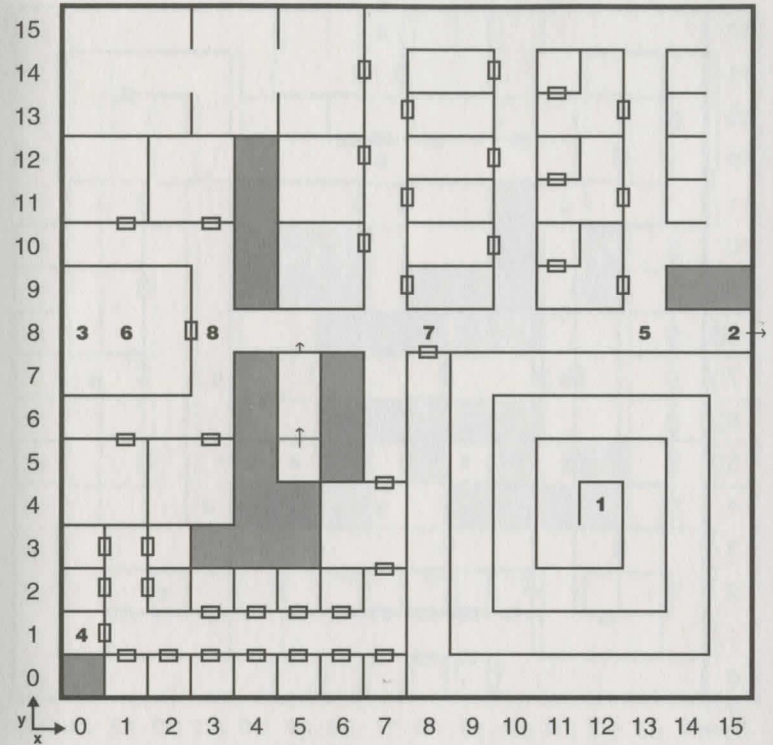
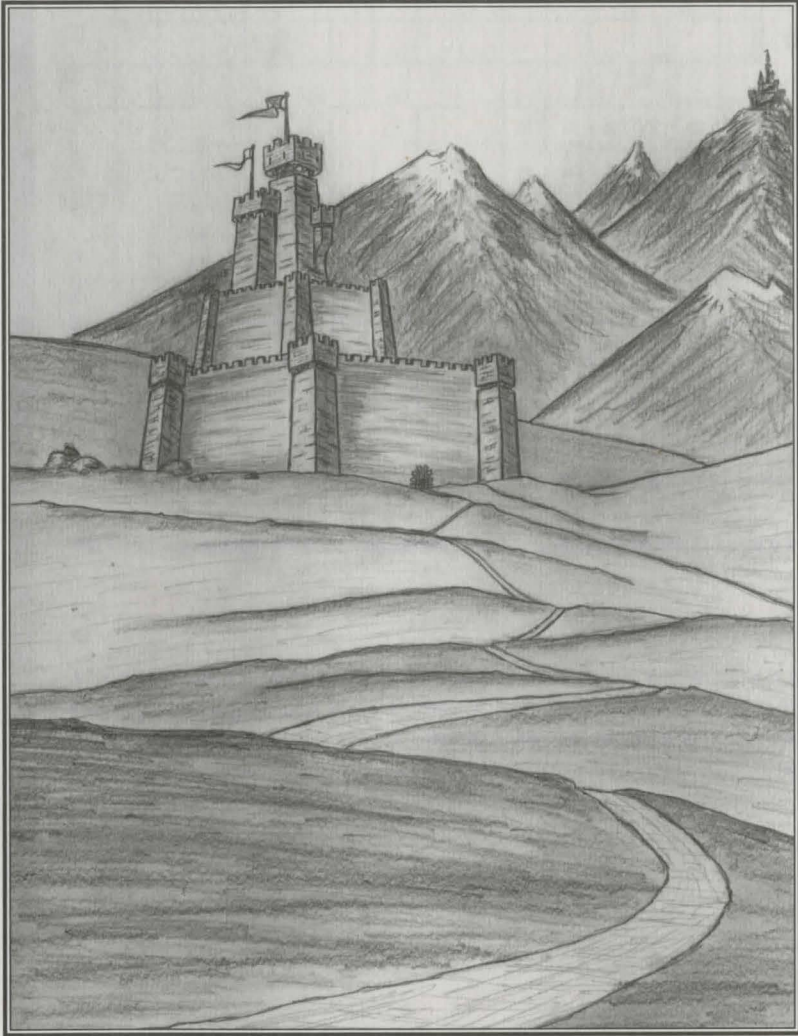


KEY: ———Mountains - - -Trees ~~~~~Swamp

The Swamp of the Dead is filled with lost souls, stuck in eternal imprisonment. Travelers of only the bravest stuff will venture the Perilous Peaks. For those who dare, the fabled Building of Gold awaits. Beware the Dragon City!

Legend	
1	- Coffin
2	- Message
3	- Crypt
4	- Corpes
5	- Dragon City
6	- Entrance to Perilous Peaks

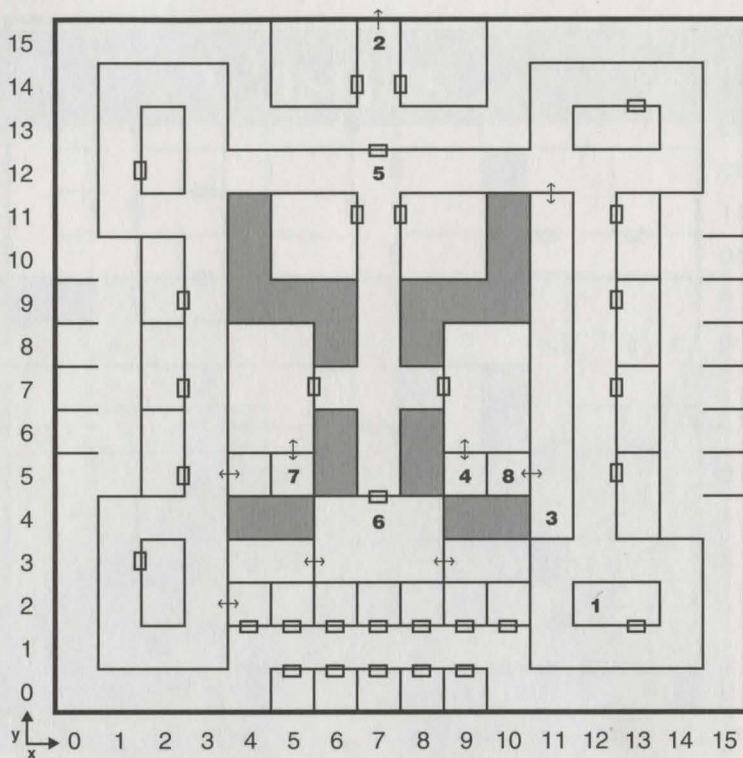
Castles



White Wolf is the sight of much adventure. All told, the quests tally seven. Lord Ironfist rules strongly here, but behind his throne is said to be his weakness. Legend tells of great treasures here. The guards are cruel to those without a pass.

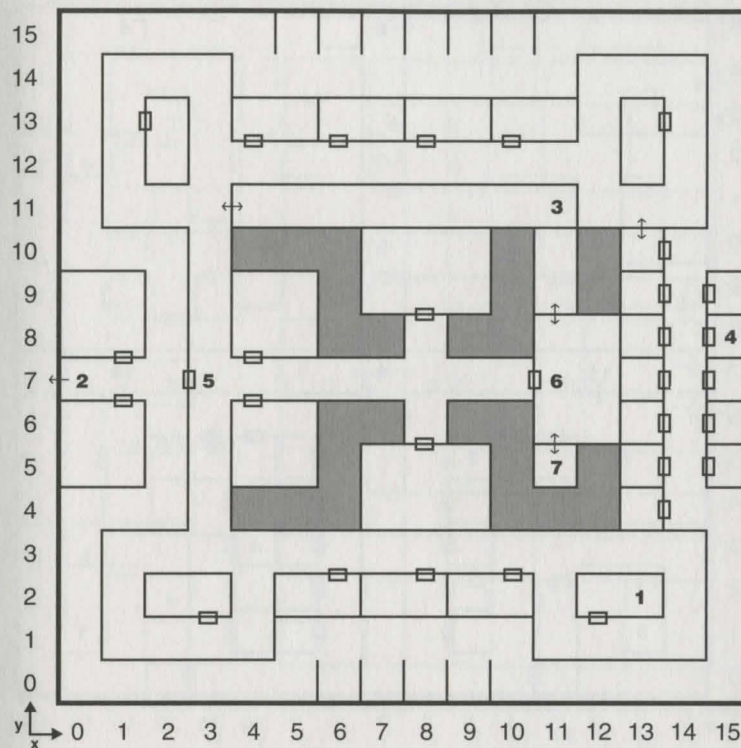
4. Message: Lord Ironfist's weakness is his weakness.

- | Legend | |
|--------|-------------------------------|
| 1 | - Prisoner |
| 2 | - Passage Out |
| 3 | - Button to Lower Force Field |
| 4 | - Message |
| 5 | - Castle Guards |
| 6 | - Lord |
| 7 | - Message |
| 8 | - Message |



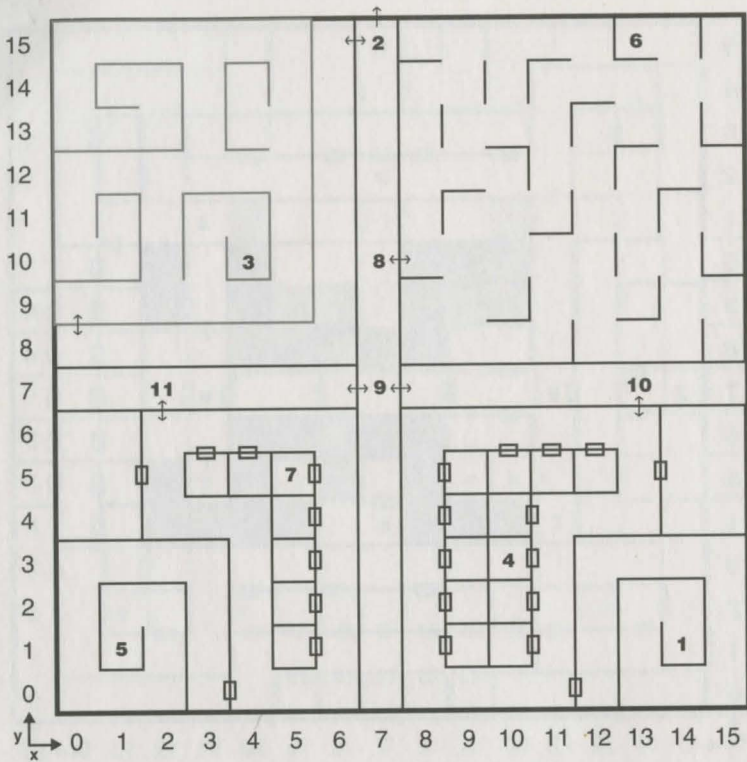
Except Lord Inspector's quest, and you'll choose from seven. Treasures do not abound. It is known that the only way to the Quivering Forest is through this castle.

Legend	
1	- Prisoner
2	- Passage Out
3	- Slide into Valley
4	- Message
5	- Guards (Need Merchant's Pass)
6	- Lord
7 to 8	- Treasure



Lord Hacker has a problem which is sevenfold. His concoction needs ingredients before boil. When you are finished, be prepared for a heavy load. At seven, ask for no more.

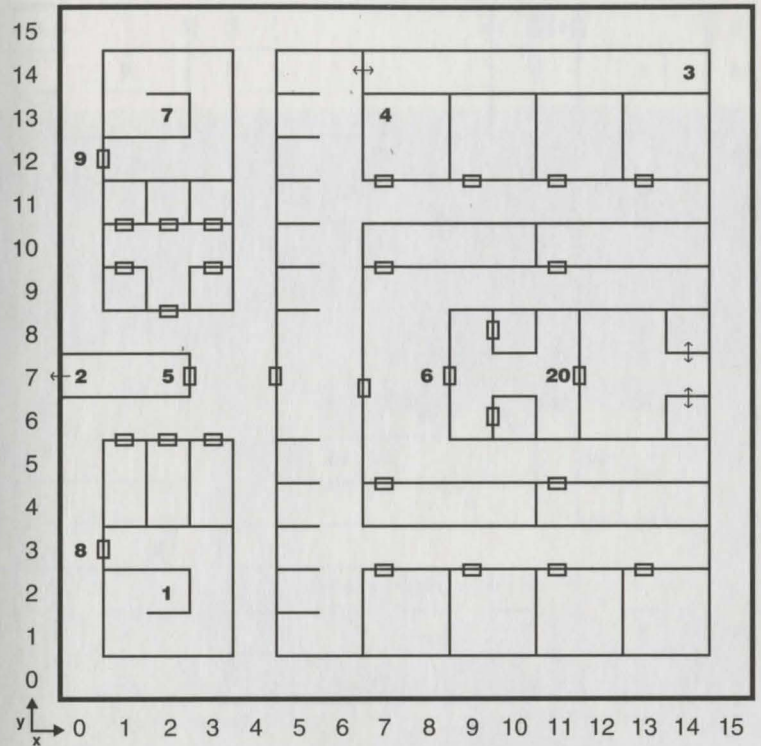
Legend	
1	- Prisoner
2	- Passage Out
3	- Slide
4	- Message (C)
5	- Castle Guards (Need Merchant's Pass)
6	- Lord
7	- Pit to Dungeon



Within the wall of this deserted castle awaits a secret passage, and a legendary fountain that accepts coins of gold. Other things wait as well.

Legend

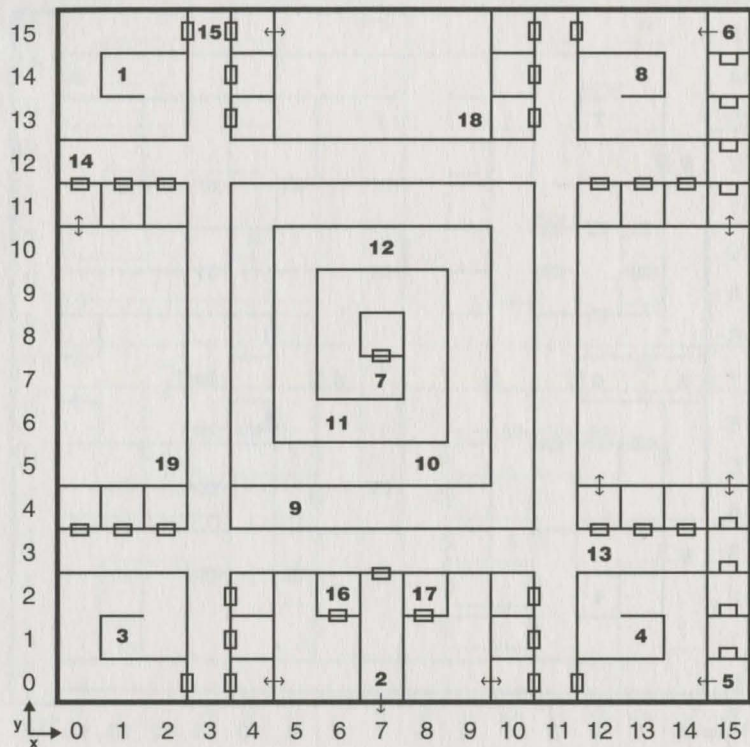
- 1 - Prisoner
- 2 - Passage Out
- 3 - Stairs Down
- 4 - Message (F)
- 5 - Clover
- 6 - Fountain
- 7 - Message
- 8 to 11 - Message



Here rules King Alamar, in the hollowed walls of his castle. Those with the skill and experience discover a Dark Shadow here. Bring your pass, but beware, for this King gives unforgiving quests.

Legend

- 1 - Prisoner
- 2 - Passage Out
- 3 - Chute to Outside
- 4 - Message (E)
- 5 - Guards (Need Merchant's Pass)
- 6 - Guards (Need King's Pass)
- 7 - Eject from Castle
- 8 to 9 - Message
- 23 - Message

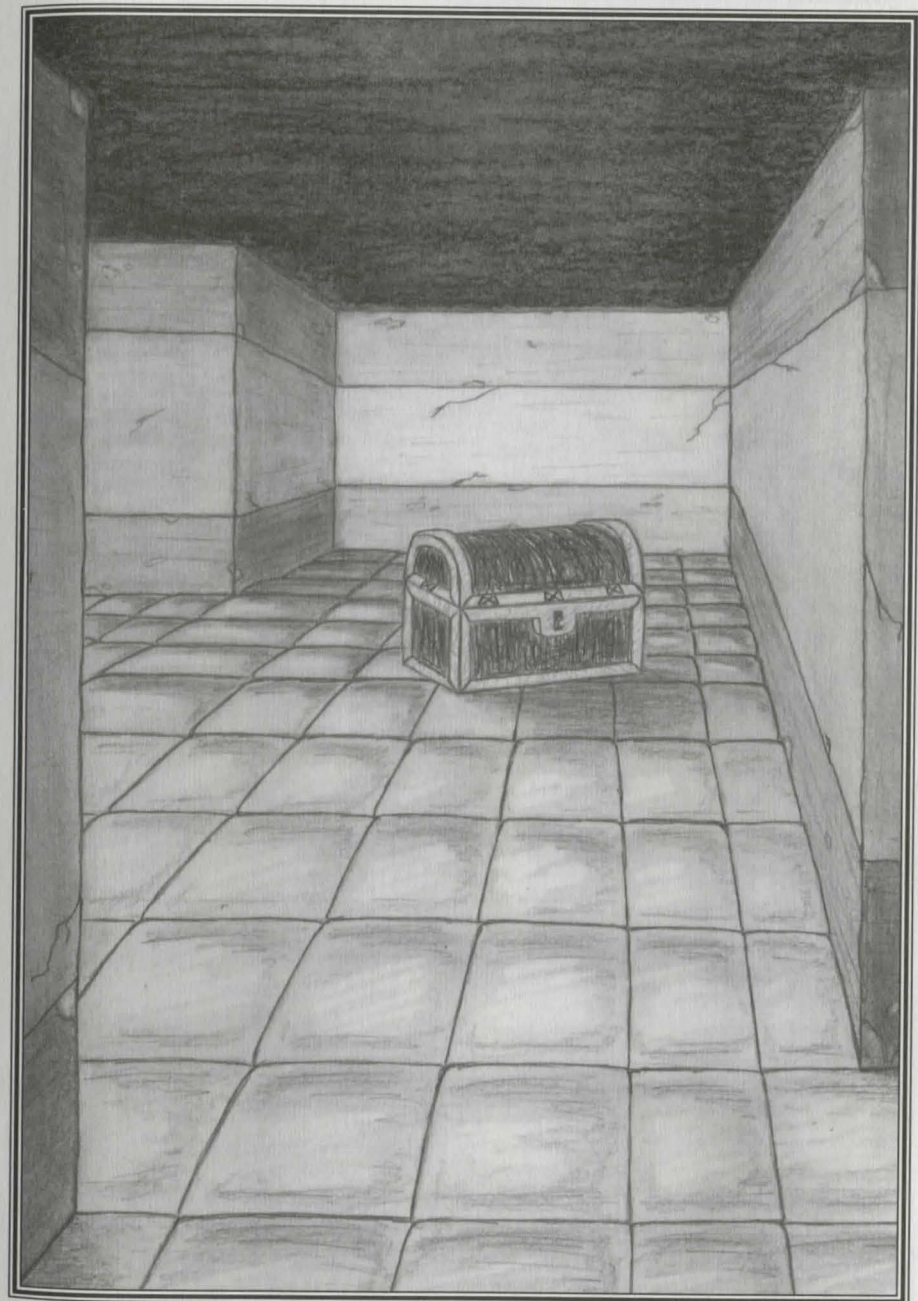


Bizarre is this place, if it truly exists. Some have visited, but its twisted walls have done the same to their minds. Mapping and location skills are essential, as this place is not definitively charted. It is said the dog has the key, and to find the lock, one must walk and jump and walk again in a circle.

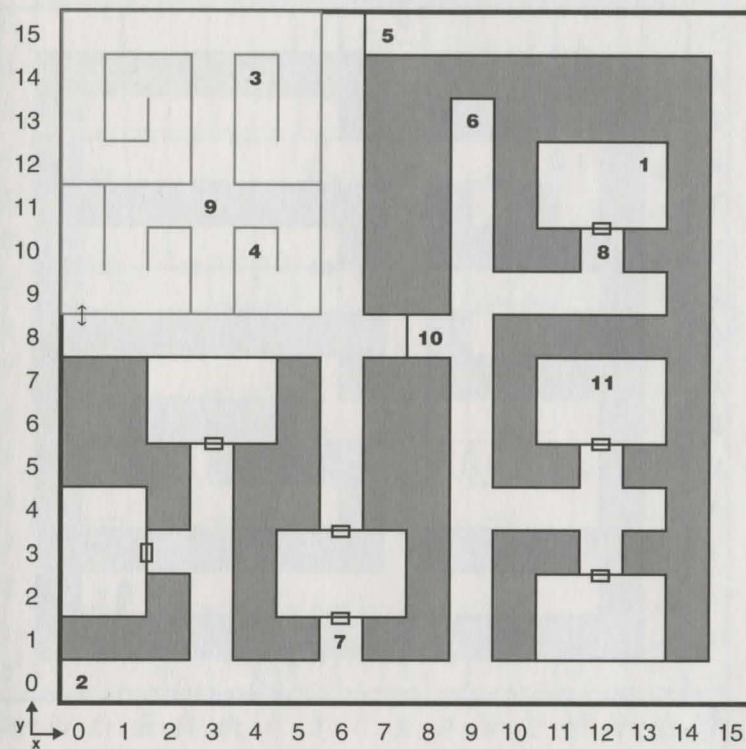
8 - 11 - 12 - 13 - 14 - 15 - 16 - 17 - 18 - 19

- Legend**
- 1 - Prisoner
 - 2 - Passage Out
 - 3 - Message (D)
 - 4 - Message
 - 5 - Silver Interleave
 - 6 - Gold Interleave
 - 7 - Gold Door
 - 8 - Message
 - 9 - Message
 - 10 to 12 - Teleports
 - 13 to 15 - Message
 - 16 to 19 - Message

*18 Search after the come rewards
19 - for the world is hollow
I have touched the sky*



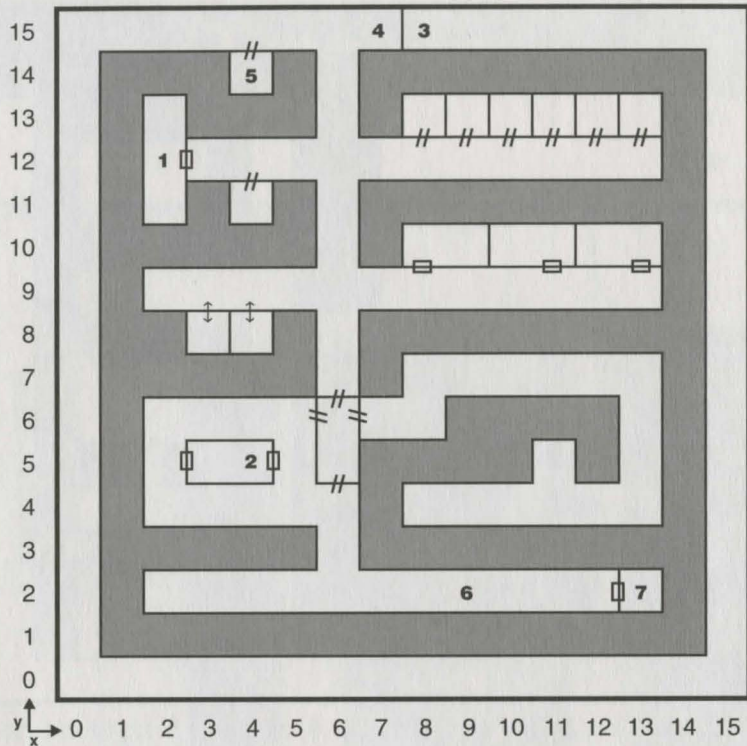
Dungeons



Corak will help you in your search for the South. A cult of Clerics is known to dwell here, and they have been known to attack outsiders with a vengeance. Here you will discover the passage to the cavern under Dusk.

Legend

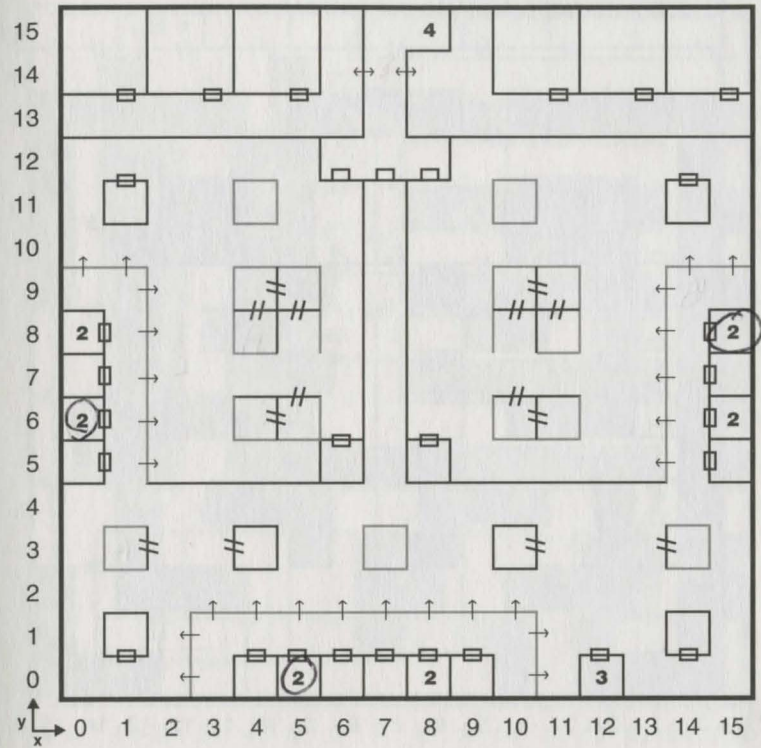
- 1 - Message
- 2 - Passage to Cave Under Dusk
- 3 - Stairs Down
- 4 - Stairs Up to Dragadune
- 5 - Down
- 6 to 11 - Message



Corak has left you a dispatch. Beware the portals of this dungeon.

Legend

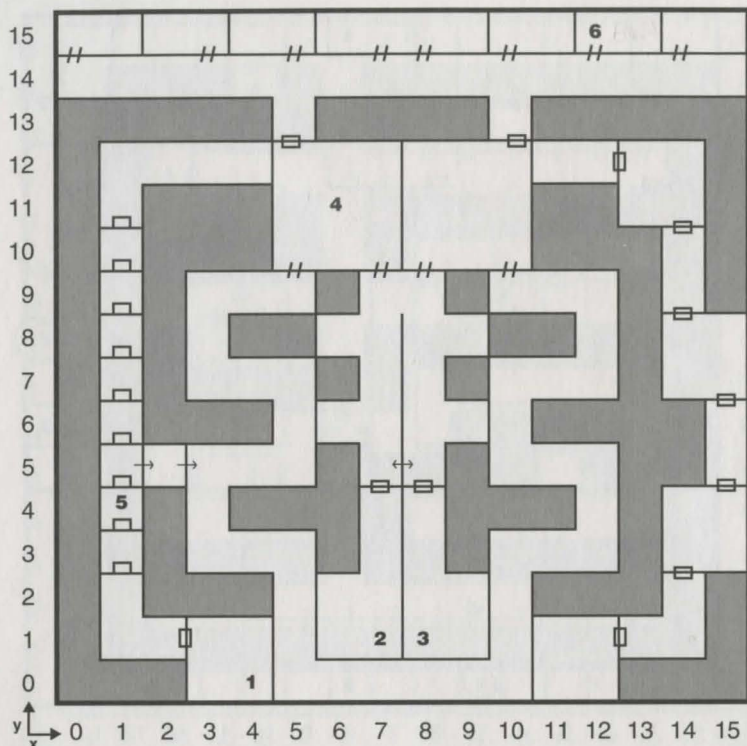
- 1 - Message
- 2 - Message
- 3 to 5 - Stairs Up/Down
- 6 - Teleport
- 7 - Message



To become worthy, you must first find the doors that sing. Only then can you drink from the fountains and pools successfully.

Legend

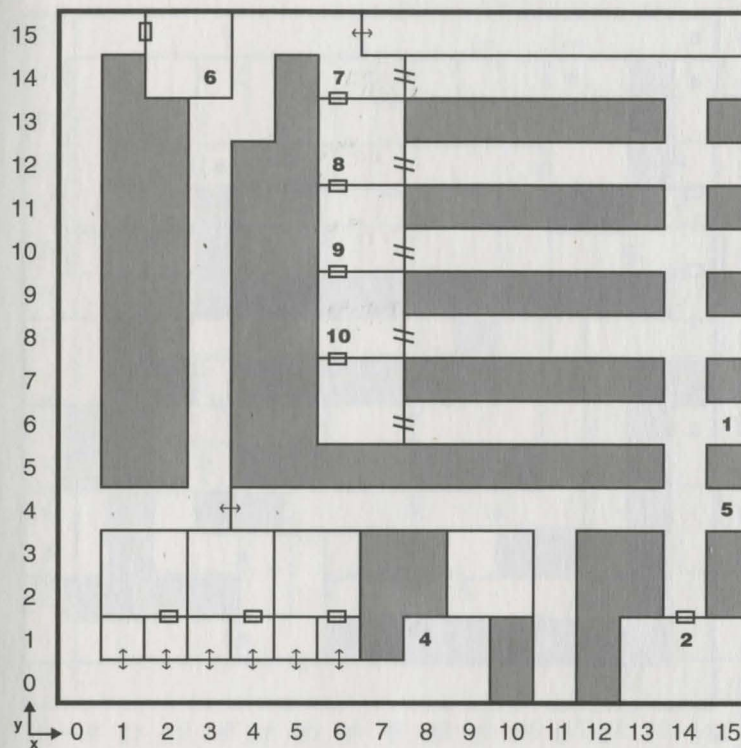
- 1 - Message
- 2 - Gongs
- 3 - Southern Clerics
- 4 - Stairs Up
- 5 - Message



Legend has it that the solver of the Riddle of the Ruby will receive a gift to doors, and a wrong answer will only bring teleportation.

Legend

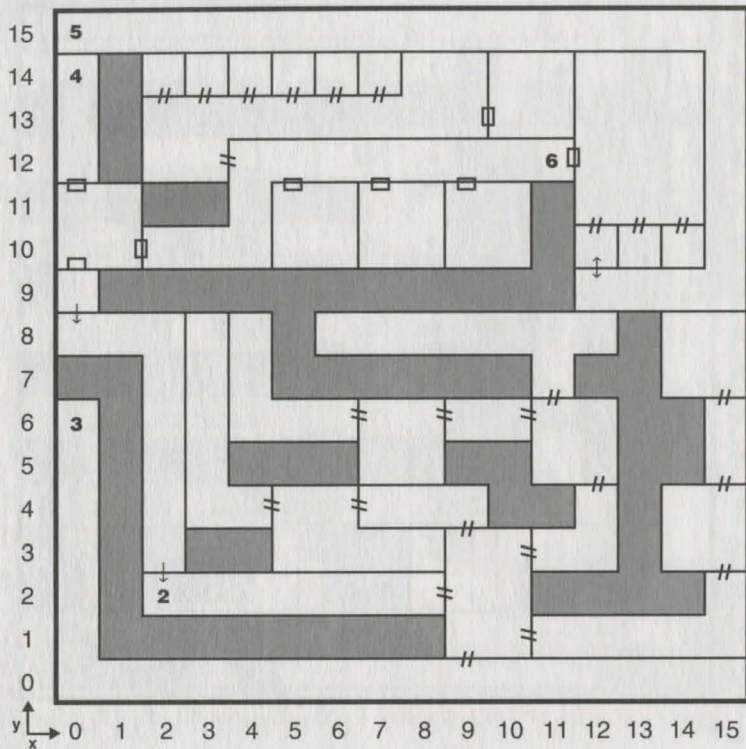
- 1 - Message
- 2 - Passage Out
- 3 - Down
- 4 - Riddle of the Ruby
- 5 - Silver Door
- 6 - Message



A special place. Turn off that which will move you, but be ready for a fight. Many a great warrior has been stoned to death within this stronghold.

Legend

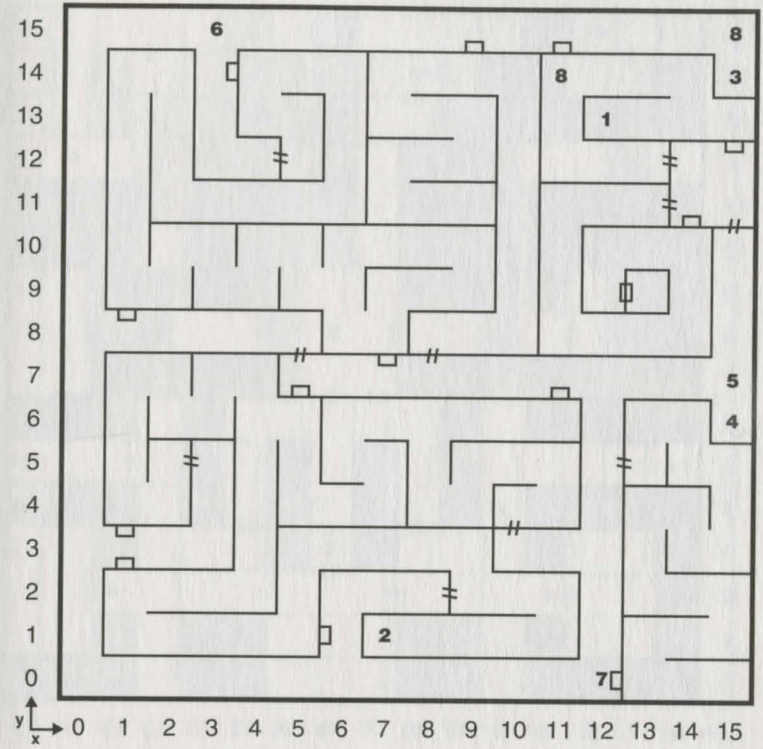
- 1 - Message
- 2 - Lord Archer
- 3 - Stairs Up
- 4 - Conveyor Switch
- 5 - Message
- 6 to 10 - Signs



Here lies the remains of the Stronghold of the Wizard Okrim. As typical with those who use magic, the dwelling is one big puzzle. Expect battle, and decide your death.

Legend

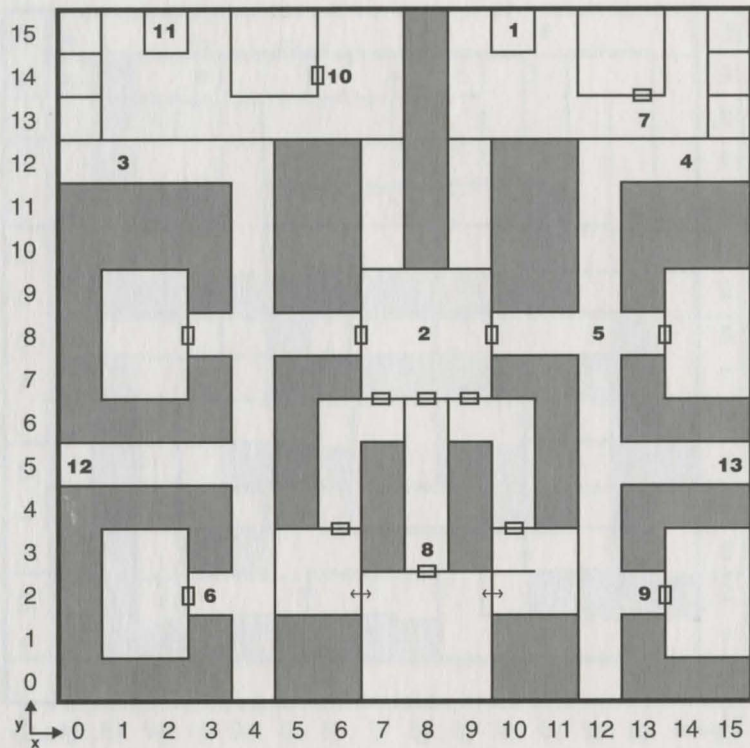
- 1 - Message
- 2 to 4 - Stairs Up/Down
- 5 - Idol
- 6 - Message



Messages, banners and riddles have always confused and misled travelers of this region - again, a convention of the wizard.

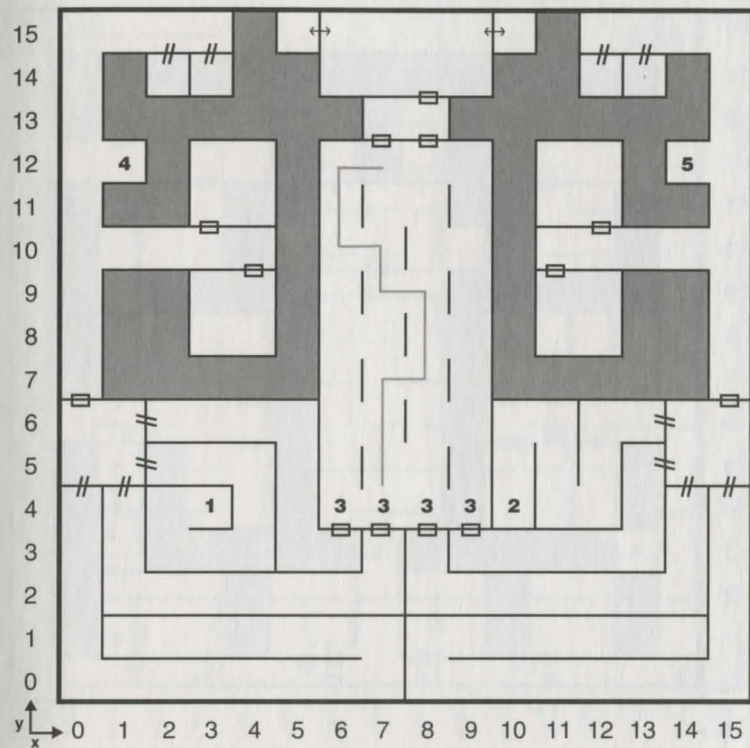
Legend

- 1 - Message
- 2 - Message
- 3 - Stairs Up
- 4 - Stairs Down
- 5 - Banner
- 6 to 8 - Message



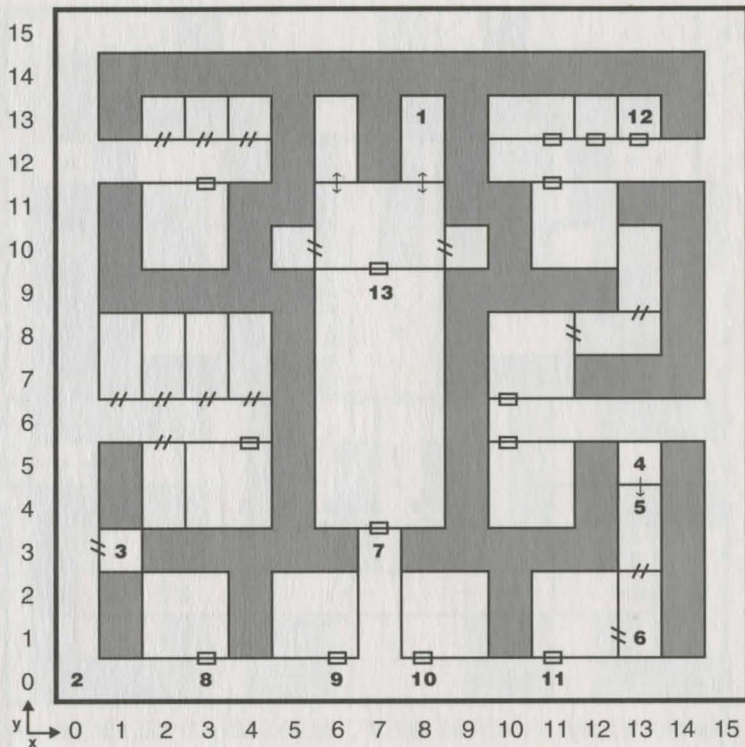
Once the property of a vain Minotaur, this area promises two ways to go, of which it is wise to venture both.

Legend	
1	- Message
2	- Stairs Up
3 to 4	- Stairs Down
5	- Message
6 to 10	- Signs
11	- Message
12 to 13	- Tapestry



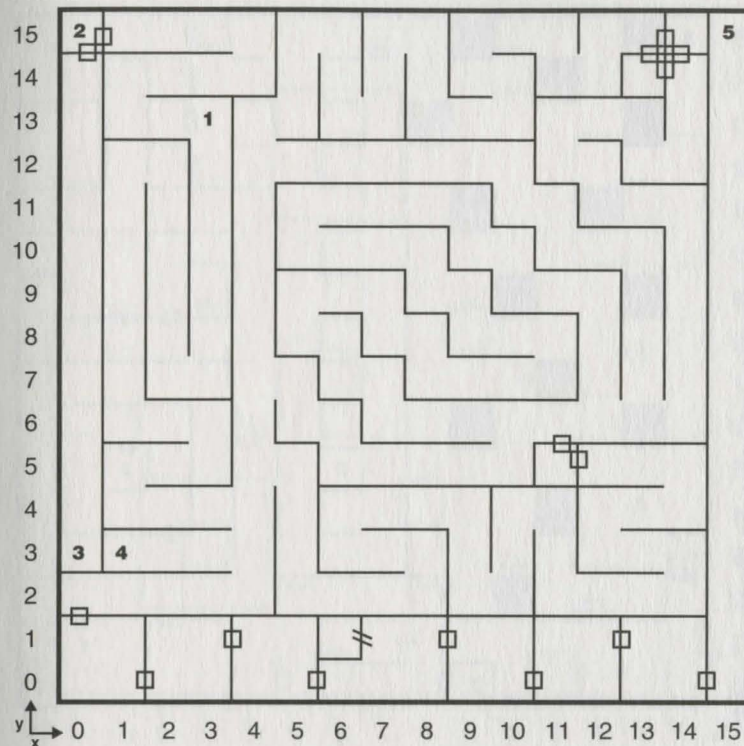
Long has it been promised that the reward of the Dog will uncover a gold key. If there is no reward, then you must visit the Brothers. A Minotaur is said to lurk about here.

Legend	
1	- Statue
2	- Message
3	- Teleport
4, 5	- Stairs Up



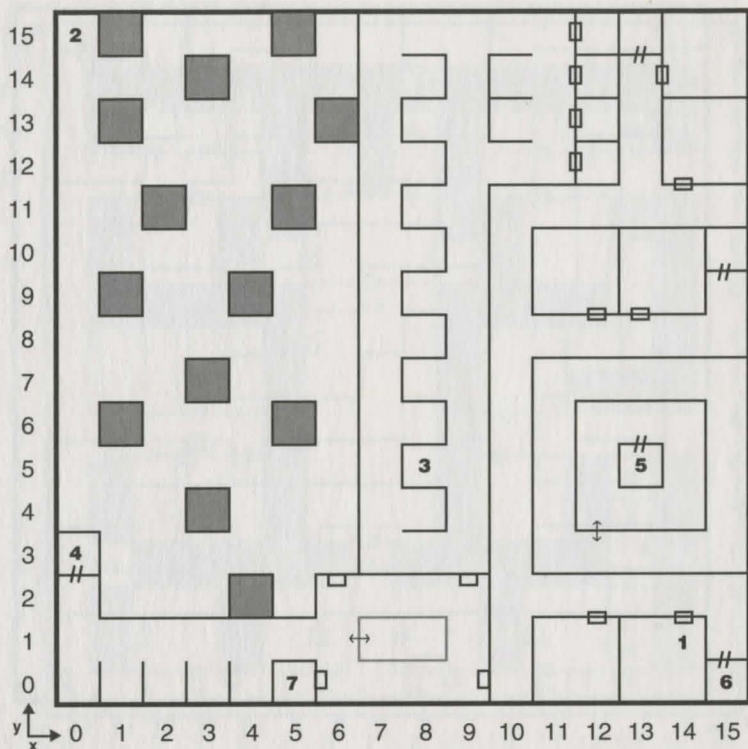
Few wish to stay in this area, for it is home to a dreadful prison. You will need a crystal key to travel freely within.

Legend	
1	- Message
2	- Stairs Out
3	- Stairs Down to Level 2
4	- Stairs Down to Level 3
5	- Stairs Down to Level 4
6	- Need Crystal Key
7 to 13	- Signs and Messages



Thundranium is said to be here as well. Travel without it is haphazard. Beware, for this level has never been conquered.

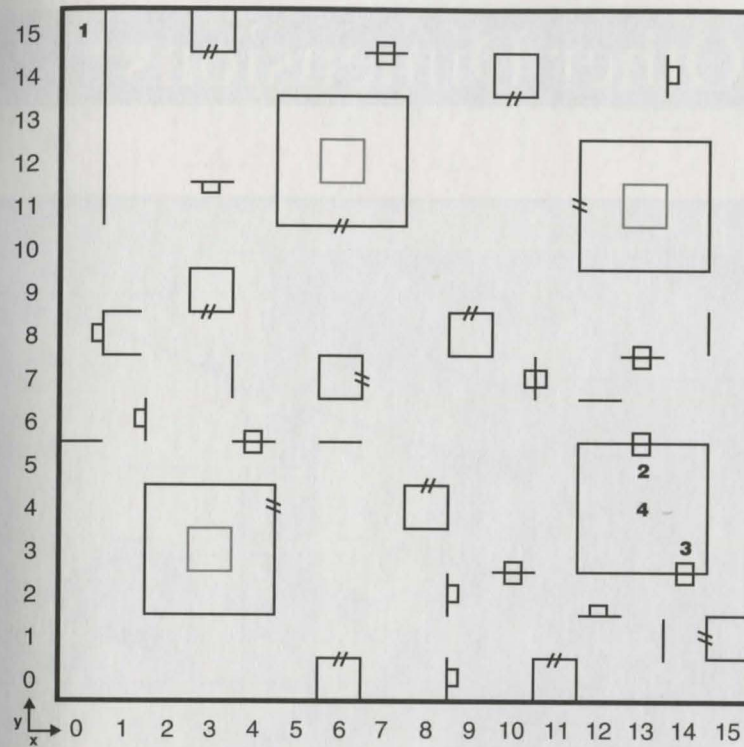
Legend	
1	- Message
2	- Random Teleport (Off if you have Thundranium)
3	- Stairs Down to Level 3
4	- Stairs Up to Level 1
5	- Thundranium!



A division by five is its best deception. Be sure of your teleporting skills, and avoid encounters. You've gained entry due to experience and skill. Now, use them for profit.

Legend

- 1 - Message
- 2 to 3 - Teleport
- 4 - Stairs Up to Level 2
- 5 - Stairs Up to Level 1
- 6 - Teleport
- 7 - Teleport

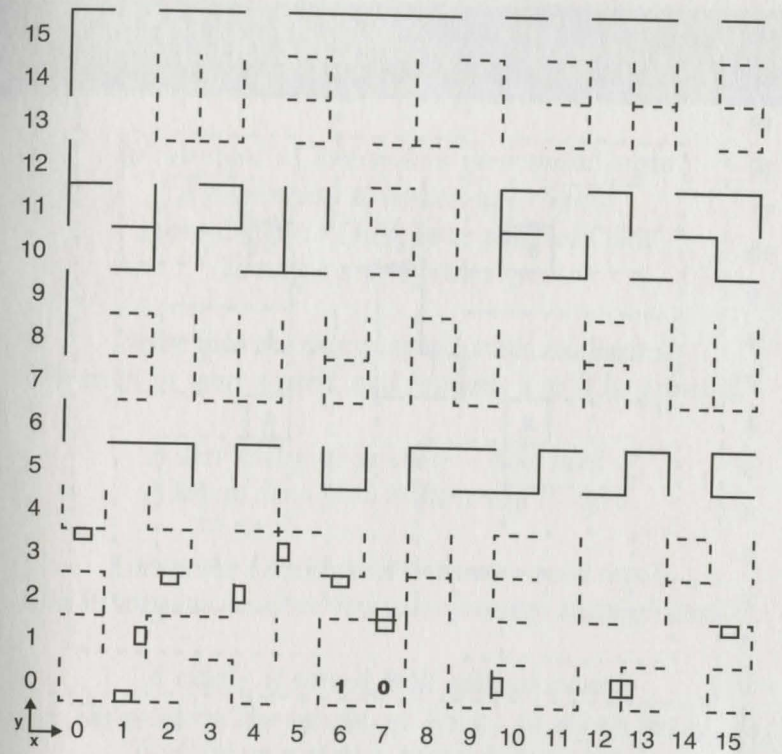
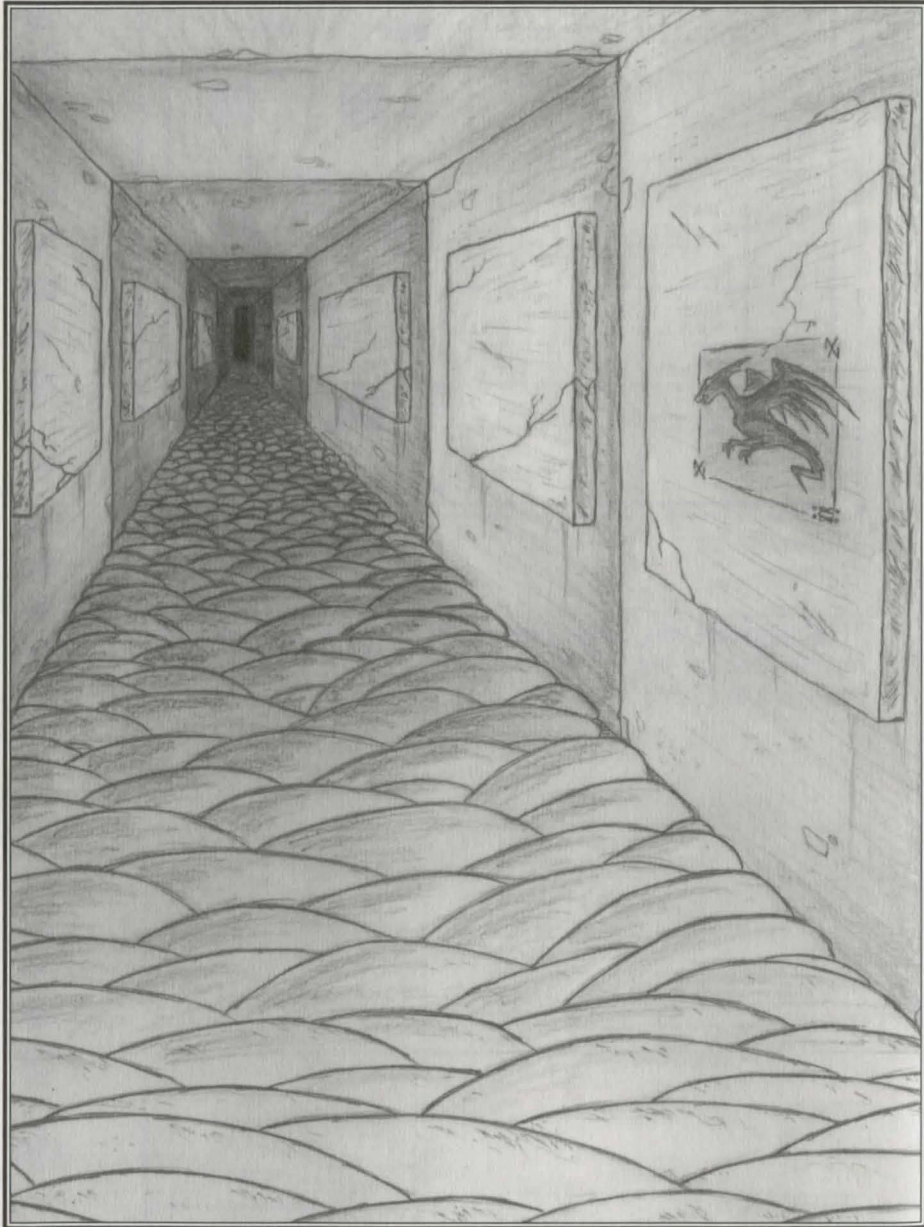


This dungeon was never completed, and the walls are often hollow. Search the structure thoroughly. If you dare enter Dragon Alley, jump at four.

Legend

- 1 - Message
- 2 to 3 - Sign
- 4 - Stairs to Level 1

Other Dimensions

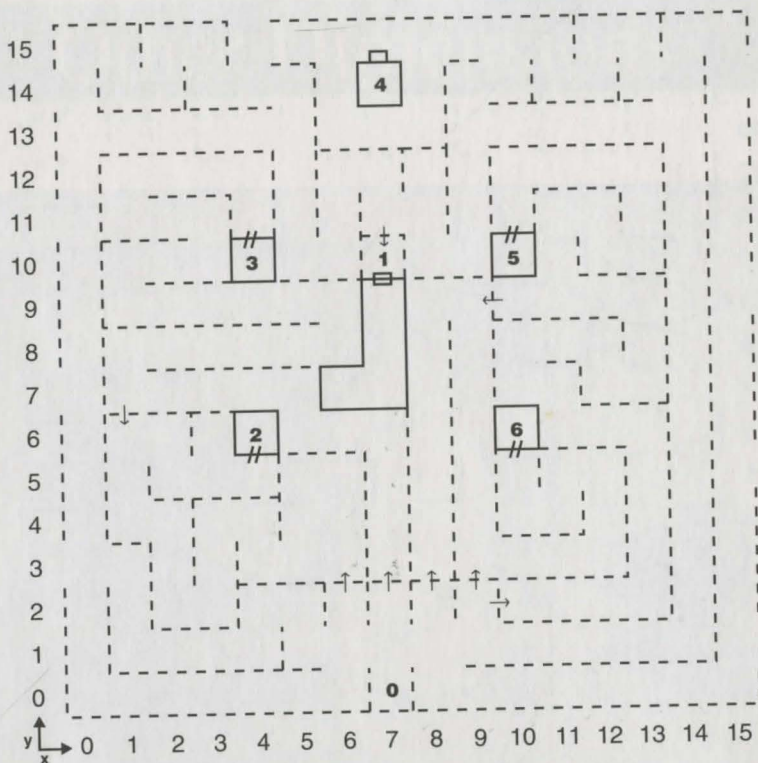


S
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E

You will be asked to uncover your captors identity, which is hidden within the walls of this mythical, magical maze. Look closely, and these things will be revealed to you.

Legend
1 - Ask for Demons True Name
0 - Entrance



This plane marks the end of your trials, and the key to the Gates. It is said that you need your flat key, and must enter five astral projectors. Only then shall you be admitted into the Inner Sanctum. Remember, the Gates to Another World await you!

The Dragoness' Poem

*In Sorpigal's Cavern does your quest begin
A parchment to hasten to Erliquin
From Dawn to Dusk your path will run
To seek a pipe of ruby spun.*

*Delve into the dungeon of forests enchanted
Be swift in your search, and rewards you'll be granted.*

*A seer will give ye color -- take heed --
A key of deep pink in future ye'll need.*

*Locate the Druid with treasures most regal,
And in wagons deserted lies your passage through castles.*

*A riddle, if solved, will gain ye a card.
The answer 'tho simple, ye'll have to search hard,
'Twill lie on a statue, somewhere in town,
Return to the caverns of lava when found.*

*To a castle of myth, your party takes wing -
Gain passage and enter the tower spiraling.*

*A vision ye'll find an imposter to be,
The Eye will unveil his true identity.
his name uncover in the labyrinth's walls,
'Ere you're left to wander it's ne'erending halls.*

*Five different planes, through all ye must travel
Enter a sixth and watch secrets unravel.
The Inner Sanctum's doors now thrown open wide
It's secret laid bare with naught left to hide.*

*Well done, brave traveler, the secret's now known
It's time to return and head back for home.*

-Linda Huffman

Items of Varn

While traveling within the land of Varn, you will encounter many items. Many have special powers or purpose, and may alter the make-up of your party. It would be wise not to discard any items which have not been thoroughly checked, as you may throw-away a key to your journey.

The items are found in the following categories: One-Handed Weapons, Two-Handed Weapons, Missile Weapons, and Assorted Items. To read the capabilities of any item, see the categories below.

- Item** This is the name of the item.
- Alignment** Indicates the alignment needed to use or equip the item. Alignment can be either Good, Neutral, or Evil.
- Class** This category dictates which class of adventurer can use or equip the item. Classes consist of **K**night, **P**aladin, **A**rcher, **C**leric, **S**orcerer and **R**obber.
- Equip Bonus** Indicates what statistic will change and by how much, if the item is equipped.
- Special Power** When this item is in use, either the character's statistics will change, or the item will cast a spell. If the item uses a spell, it will be indicated by the type (C for Cleric, S for Sorcerer), Level / Number. Example - S2/8 = Cleric spell, level 2, number 8.
- Charges** Items with Special powers hold charges. When that item is used, a charge is used as well, and when all the charges are used, the item is deemed useless.
- Gold Value** This is the gold worth of the item.
- Damage/Bonus** This indicates the amount of damage a weapon can inflict. It also indicates bonus to Armor Class. The first number is the Base Damage, which is the highest amount of damage that weapon can do (Ranging from 1 to that number). The second number is the bonus "to hit", and "damage bonus", and will contribute to the overall damage. If you are using armor, then the second number indicates bonus to the Armor Class.

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage / Bonus
ONE HANDED WEAPONS							
Accurate Sword	Good	K P A	Accuracy +6	Accuracy (Temp) +5	10	6500	8/6
Adamantine Axe		K P A	Luck +8	C7/5	5	12000	8/5
Axe Destroyer	Evil	K P	Might +4	S6/2	6	8000	8/5
Axe Protector		K P A	Magic +25%	S7/4	15	8000	8/5
Battle Axe		K P A R				60	8/0
Battle Axe +1		K P A R				300	8/1
Battle Axe +2		K P A R	Fire +20%	Might (Temp) +2	10	60	8/0
Broad Sword		K P A R				50	7/0
Broad Sword +1	Evil	K P A R	Luck +2			300	7/1
Broad Sword +2	Good	K P A R	Might +1			400	7/2
Club						1	3/0
Club +1						30	3/1
Club +2						100	3/2
Club of Noise			Cursed			100	3/0
Cold Axe		K P	Cold +40%	S4/2	10	2500	8/3
Dagger		K P A S R				5	4/0
Dagger +1		K P A S R				50	4/1
Dagger +2		K P A S R		S1/6	25	200	4/2
Dagger of Mind		S	Intellect +3	S4/7	20	750	4/3
Dark Flail	Evil	K P A C	Cursed	C5/2	10	600	3/0
Diamond Dagger		S	Might +4			800	10/4
Electric Spear		K P A	Electricity +40%	S2/1	16	1200	6/3
Electric Sword		K P A	Electricity +40%	S3/4	10	2200	8/3
Element Sword		K P A R	Magic +25%	C7/3	10	1200	8/5
Flail		K P A C R				40	7/0
Flail +1		K P A C R				200	7/1
Flail +2		K P A C R	Personality +1	C1/4	15	350	7/2
Flail of Fear		C	Hold/Fear +40%	S2/8	8	1600	7/3
Flaming Club			Fire +20%	S1/4	30	500	3/3
Flaming Sword		K P A	Magic +25%	C7/3	10	12000	8/5
Hand Axe		K P A R				10	5/0
Hand Axe +1	Evil	K P A R	Luck +1			75	5/1
Hand Axe +2	Good	K P A R	Luck +2			225	5/2
Holy Mace	Good	C	Personality +3	C6/2	5	2000	6/4
Immortal Sword	Good	K P	Luck +5	C6/3	25	7000	8/4

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
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ONE HANDED WEAPONS/Cont.

Long Sword		K P A R				60	8/0
Long Sword +1		K P A R				300	8/1
Long Sword +2		K P A R	Acid +20%	Might (Temp) +2	10	550	8/2
Lucky Scimitar		K P A R	Luck +5			2200	7/4
Mace		K P A C R				40	6/0
Mace +1		K P A C R				125	6/1
Mace +2		K P A C R	Personality +1	C1/8	10	325	6/2
Mace of Undead	Good	K P A C	Cursed	Age +10	5	300	6/0
Royal Dagger	Neutral	K P A S R				2500	4/0
Scimitar		K P A R				40	7/0
Scimitar +1	Good	K P A R	Luck +2			250	7/1
Scimitar +2	Evil	K P A R	Might +1			400	7/2
Sharp Sword	Evil	K P	Magic +20%	S5/3	5	6500	10/4
Short Sword		K P A R				20	6/0
Short Sword +1		K P A R				100	6/1
Short Sword +2		K P A R		S1/2	15	300	6/2
Spear		K P A				15	6/0
Spear +1	Good	K P A	Luck +1			100	6/1
Spear +2	Evil	K P A	Luck +2			250	6/2
Sword of Magic		K P A R	Magic +30%	S6/4	15	10000	8/5
Sword of Might		K	Might +6	Might (Temp) +5	30	8000	8/5
Sword of Speed		K P A	Speed +6	Speed (Temp) +5	20	7000	8/5
Ultimate Sword		K P A R	Might +10	Speed (Temp) +5	20	15000	20/6
Un-Holy Mace	Evil	C	Personality +3	C6/1	5	2000	6/4
X!XX!X's Sword	Neutral	K P A R	Luck +15	Luck (Temp) +5	10	6000	8/4

TWO HANDED WEAPONS

Bardiche		K P A				80	10/0
Bardiche +1	Good	K P A	Speed +1			350	10/1
Bardiche +2	Good	K P A	Speed +2			900	10/2
Cold Glave	Evil	K P A	Cold +40%	C3/6	20	2500	10/3
Curing Staff	Good	C S	Poison +30%	C1/6	12	2500	8/3

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
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TWO HANDED WEAPONS/Cont.

Demon's Glaive	Neutral	K A	Acid +50%	S4/1	40	10000	10/5
Devil's Glaive	Neutral	K A	Cold +50%	S4/3	40	10000	10/5
Evil Flamberge	Evil	P	Magic +50%	C7/5	15	20000	20/6
Flamberge		K P A				250	14/0
Flamberge +1		K P A				600	14/1
Flamberge +2		K P A	Might +2	Might (Temp) +2	10	2000	14/2
Flamberge +3		K P A	Might +4	Speed (Temp) +3	10	5000	14/3
Glaive		K P A				80	10/0
Glaive +1	Evil	K P A	Speed +1			350	10/1
Glaive +2	Evil	K P A	Speed +2			900	10/2
Great Axe		K P A				150	12/0
Great Axe +1		K P A				500	12/1
Great Axe +2		K P A	Might +2	Might (Temp) +2	10	1200	12/2
Great Axe +3		K P A	Might +4	Speed (Temp) +3	10	3500	12/3
Great Hammer		K P A C				150	12/0
Great Hammer +1		K P A C	Personality +1			550	12/1
Great Hammer +2		K P A C	Personality +2	C1/2	20	1200	12/2
Halberd		K P A				100	12/0
Halberd +1		K P A				500	12/1
Halberd +2		K P A	Speed +3	C1/4	20	1200	12/2
Holy Flamberge	Good	P	Magic +50%	C7/2	15	20000	20/6
Minotaur's Axe		K P A	Cursed			2000	3/0
Sorcerer Staff		S	Intellect +4	S7/3	10	8000	8/5
Staff		K P A C S				30	8/0
Staff +1		K P A C S	Intellect +1			200	8/1
Staff +2		K P A C S	Luck +2	S1/8	10	600	8/2
Staff of Light		K P A C S	Sleep +40%	C3/4	20	1500	8/3
Staff of Magic		K P A C S	Magic +25%	S6/4	10	5000	8/4
The Flamberge		K P A	Might +10	S4/3	10	15000	30/6
Thunder Hammer		C	Electricity +40%	C4/6	15	3500	12/4

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
<u>MISSILE WEAPONS</u>							
Archer's Bow	A		Accuracy +5	S6/2	10	12000	20/5
Bow of Power	Evil	K P A	Hold/Fear +40%	ExpLevel (Temp) +4	15	6000	10/4
Crossbow		K P A R				50	6/0
Crossbow +1		K P A R				250	6/1
Crossbow +2		A R	Accuracy +2			1000	6/2
Crossbow Luck		A R	Luck +3	C1/2	20	2000	6/3
Crossbow Speed		K P A R	Speed +4	C1/3	10	2000	20/3
Flaming Bow	Evil	K P A	Fire +20%	S3/4	10	3000	10/3
Giants Bow		K P A				2000	20/3
Great Bow		K P A				250	12/0
Great Bow +1		K P A				1250	12/1
Great Bow +2		K P A	Hold/Fear +30%			2000	12/2
Lightning Bow	Good	K P A	Electricity +20%	S3/1	10	3000	10/3
Long Bow		K P A				100	10/0
Long Bow +1		K P A				500	10/1
Long Bow +2	Good	K P A	Sleep +10%			1200	10/2
Magic Sling		K P A R	Magic +10%	Magic (Temp) +20%	10	800	4/3
Obsidian Bow			Cursed	S5/2	3	2000	3/0
Robber's X-Bow		R	Speed +4	S2/7	10	8000	10/5
Short Bow		K P A				75	8/0
Short Bow +1		K P A				375	8/1
Short Bow +2	Evil	K P A	Sleep +10%			1000	8/2
Sling		K P A R				10	4/0
Sling +1		K P A R				50	4/1
The Magic Bow	Good	K P A	Magic +20%	S5/5	5	6000	10/4

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
<u>ARMOR</u>							
Blue Ring Mail		K P A C R	Electricity +60%	S3/4	30	10000	0/9
Bracers AC 4		A S R				1000	0/4
Bracers AC 6		A S R	Hold/Fear +20%	S4/7	20	2500	0/6
Bracers AC 8		A S R	Hold/Fear +60%	S4/7	40	7500	0/8
Chain Mail		K P A C				200	0/5
Chain Mail +1		K P A C	Fire +5%			500	0/6
Chain Mail +2		K P A C	Fire +15%			1500	0/7
Chain Mail +3		K P A C	Luck +4			4500	0/8
Holy Plate	Good	P	Magic +40%	Hold/Fear (Temp) +50%	30	25000	0/12
Leather +1		K P A C R				60	0/3
Leather +2		K P A C R	Electricity +10%			150	0/4
Leather Armor		K P A C R				20	0/2
Padded +1						25	0/2
Padded Armor						10	0/1
Plate Mail		K P				1000	0/7
Plate Mail +1		K P	Fire +10%			2500	0/8
Plate Mail +2		K P	Fire +20%			7500	0/9
Plate Mail +3		K P	Fire +50%			15000	0/10
Red Chain Mail		K P A C	Fire +60%	S3/1	30	15000	0/10
Ring Mail		K P A C R				100	0/4
Ring Mail +1		K P A C R	Fire +5%			250	0/5
Ring Mail +2		K P A C R	Fire +15%			750	0/6
Ring Mail +3		K P A C R	Speed +2			2000	0/7
Scale +1		K P A C R				120	0/4
Scale +2		K P A C R	Cold +10%			300	0/5
Scale Armor		K P A C R				50	0/3
Splint Mail		K P				400	0/6
Splint Mail +1		K P	Fire +10%			1000	0/7
Splint Mail +2		K P	Fire +20%			2500	0/8
Splint Mail +3		K P	Might +2			7500	0/9
Ultimate Plate		K	Magic +40%	S1/3	30	30000	0/13
Un-Holy Plate	Evil	P	Magic +40%	Hold Fear (Temp) +50%	30	25000	0/12
XIXIX's Plate	Neutral	K P	Luck +10	Luck (Temp) +5	10	18000	0/11

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
SHIELDS							
Acid Shield		K P C R	Acid +20%	S6/2		2500	0/5
Cold Shield		K P C R	Cold +20%	S6/2		2500	0/5
Dragon Shield		K P C R	Magic +10%	S7/4	20	8000	0/7
Elec Shield		K P C R	Electricity +20%			2500	0/5
Fire Shield		K P C R	Fire +20%			2500	0/5
Large Shield		K P C R				50	0/2
Large Shield +1		K P C R				200	0/3
Large Shield +2		K P C R				800	0/4
Magic Shield		K P C R	Magic +20%	S4/7	20	5000	0/6
Silver Shield		K P C R	Sleep +20%			100	0/2
Small Shield		K P C R				10	0/1
Small Shield +1		K P C R				100	0/2
Small Shield +2		K P C R				400	0/3

OTHER ASSORTED ITEMS

10 Foot Pole			No Equip			10	
Amber Gem			No Equip			500	
Antidote Brew			No Equip	C4/2	2	500	
*B Queen Idol			No Equip			0	
Bag of Garbage			Cursed			100	
Bag of Sand			No Equip	S1/8	5	100	
Bag of Silver			No Equip			300	
*Belladonna			No Equip			25	
Bells of Time			No Equip	Age +10	50	1000	
Belt of Power		K P R	Might +5			600	
Boots of Speed			Speed +5	Speed (Temp) +5	10	800	
*Bronze Key			No Equip	S1/2	20	500	
*Cactus Nectar			No Equip	C3/1	10	400	
Cleric's Beads		C	Personality +5	C2/1	50	3000	
*Coral Key			No Equip	C3/8	10	300	
*Crystal Key			No Equip	S7/5	10	1000	
Curing Potion			No Equip	C2/1	4	350	

Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
OTHER ASSORTED ITEMS/Cont.							
Defence Cloak			Armour Class +2			700	
Defence Ring			Armour Class +1	S2/3	30	500	
Destroyer Wand		A S	Magic +10%	S6/2	10	7000	
Diamond Collar			Age +80	S7/5	10	10000	
*Diamond Key			No Equip	S5/5	20	2000	
*Dragon's Tooth			No Equip	C6/3	10	1500	
Dried Beef			No Equip	Food +6	3	40	
Element Scarab			Personality +5	C7/3	20	6000	
*Eye of Goros			No Equip	S7/1	20	10000	
Fire Opal			Age +80	S7/3	10	10000	
Flying Carpet		S	Armour Class +2	S3/2	10	500	
*Garlic			No Equip			5	
Gem Sack			No Equip	Gems +10	10	10000	
*Gold Key			No Equip	S3/3	15	800	
Horn of Death			No Equip	S5/3	0	2500	
Jade Amulet	Neutral	None	Race = None			600	
*Key Card			No Equip			0	
*Kings Pass			No Equip			0	
Knowledge Book		P A C S	Intellect +2	Spell Level (Temp) +1	4	1000	
Lantern			No Equip	C1/5	10	20	
Laser Blaster			Accuracy +5	S6/2	10	2000	
Lightning Wand		A C R	Electricity + 20%	S3/4	10	1500	
Lucky Charm			Luck +5	Luck (Temp) +10	20	800	
Magic Herbs			No Equip	C1/4	3	50	
Magic Oil			No Equip	S6/5	3	3000	
Magic Potion			No Equip	Spell Points(Current) +10	2	500	
Magic Vest			Magic +20%	S4/8	10	6000	
*Map of Desert			No Equip	S1/7	20	400	
*Medusa Head			Cursed			0	
*Merchants Pass			No Equip			0	
Might Potion			No Equip	Might (Temp) +5	3	200	
Model Boat			No Equip	C3/8	15	400	

* Special items used for quest.

Item List

Notes:

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage /Bonus
<u>OTHER ASSORTED ITEMS/Cont.</u>							
*Pirates Map A			No Equip			1000	
*Pirates Map B			No Equip			2000	
Potion of Life			No Equip	C6/2	2	1500	
Power Gauntlets		K P A C R	Might +5			3000	
Precision Ring			Accuracy +5			3000	
Return Scroll			No Equip	C6/5	1	2000	
*Ring of Okrim			Luck +10	S4/8	20	3000	
Robber's Tools		R	Thief Abil's +20%			150	
Rope & Hooks			No Equip	S2/4	30	10	
Ruby Idol			No Equip			3000	
*Ruby Whistle			Luck +2	C1/1	200	500	
Scroll of Fire			No Equip	S3/1	1	300	
Shinny Pendant			Sleep +30%	S2/2	10	2000	
Silent Chime			No Equip	C2/7	20	400	
*Silver Key			No Equip	S1/5	30	600	
Skill Potion			No Equip	Level (Temp) +5	5	600	
Smelling Salt			No Equip	C1/1	3	50	
Sorcerer Robe		S	Intellect +5	S3/3	20	2500	
Speed Potion			No Equip	Speed (Temp) +5	3	200	
Star Ruby			Luck +10	S1/3	30	6000	
Star Sapphire			Magic +30%	S6/4	10	6000	
Sun Scroll			No Equip	C7/5	1	3000	
Sundial			No Equip	S1/7	50	500	
Teleport Helm			Magic +10%	S5/5	20	5000	
Thundranium			No Equip	Might (Temp) +5	200	10000	
Torch			No Equip	C1/5	1	2	
UnDead Amulet			Hold/Fear +50%	C1/8	20	800	
UnObtainium	Neutral	None	Sex = None			50000	
*Vellum Scroll			No Equip			10	
*W Queen Idol			No Equip			0	
Wand of Fire		A S	Fire +15%	S3/1	10	1000	
Wealth Chest			No Equip	Gold +5100	5	6000	
*Wolfsbane			No Equip			10	
*Wyverns Eye			No Equip	S2/8	20	1000	
Youth Potion			No Equip	C6/3	2	4000	

* Special items used for quest.

Notes:



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